

THE COMPLETE GUIDE TO

DISPLAY UNTIL
JULY 26

SEGA

SEGA MASTER SYSTEM
MEGADRIIVE GAME GEAR

£2.95

REVIEWED!
EVERY
MEGADRIIVE
AND
MASTER
SYSTEM
GAME
AVAILABLE!

14 MEGA
PAGES OF
SEGA
TIPS!

IN-DEPTH
GAME
GEAR
PROFILE!



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+ VIDEO
GAMES**

ISSN 0147-664X



EVERYTHING YOU EVER WANTED
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FROM THE MAKERS OF CVG!

'castle of illusion' *starring* mickey mouse



both
games
are coming soon for
the 8 BIT and 16 BIT



dick tracy

Screen shots shown
are from the game "DICK TRACY"



"DO ME A FAVOUR
FILM ME
INTO A



SEGA





CONTENT

Welcome to the COMPLETE GUIDE TO SEGA - a one-off special magazine brought to you by the people who do MEAN MACHINES and C+VG magazine. It's packed with everything a Sega owner could possibly ask for - news, reviews, previews, tips and more! We hope you enjoy it - if you do, why not write to us and let us know?

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All the very hottest and latest Master System, Megadrive and Game Gear news is rounded up for your decoration. Check it out and see what's happening in the world of Sega.

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It might be getting old, but the Master System is still weaving the ponders. We take a good look at this classic console and also tell you the finest cartridges available for the machine.

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Have it all! Every single Sega Master System and Megadrive title available (including import games) is individually reviewed and rated on graphics, sounds, playability and testability - plus we give an overall rating! You won't find a better looking, more comprehensive guide to Sega games anywhere else in the Universe.

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Starting here is a massive load of incredible Master System and Megadrive hints, tips, cheats and complete solutions. We've tried to get a cheat for virtually every game around, so if you're stuck, this is the section to check out.



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Think you're a top player? Then why not see how your scores tally with the ones printed in our Official Sega UK Highscore Tables?

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NTS

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SPECIAL THANKS

TO PC ENGINE SUPPLIES of Stoke for sending us all the import Megadrive games. For more details of any import games, give them a ring on 0782 212893.



EVEN MORE THANKS

To Colour Connection for pulling out all the stops for the colour as well as Gls Yvette and Margaret for rushing in with extra layout when things were looking grim.

STAFF

EDITOR: JULIAN 'JAC' FROHALL
ART EDITOR: GARY 'GAD' HARRISON
ADVERTISING LAYOUT: JONATHAN BILLINGTON
CONTRIBUTORS: PAUL BLANCEY, RICHARD LEADBETTER,
PAUL PAGE, MATTHEW PIGER, ROB EVAN
ADVERTISING EDITOR: ROB LEADBETTER
PUBLISHING DIRECTOR: GILBERT TAYLOR
OFFICE: FRIOT COURT, 30-32 FARRISON LANE, LONDON,
SE15 3AU
PHONE: 071 251 8222
FAX: 071 491 1055

A big thanks to all the MEAN MACHINES and GAVE guys - they all worked really hard to produce this magazine, which was almost like a very busy Easter weekend and caused more than a few headaches to be cancelled. A very special thanks to Gae for working all hours and more besides.

ALL THE HOTTEST SEGA FACTS

SEGA
8 16
BIT BIT

NEWS

MICHAEL JACKSON IN NEW PLASTIC SHOCK!

Sega have announced a new promotional pack for both the 16-bit and 32-bit machines. They've thrown in a Michael Jackson for each and the video of the film is no extra cost, making both systems more more attractive. Whether this indicates anything about the success of the movie is debatable!

The Megadrive version still comes with Altered Beast at a price of £19.99 and the Master System Plus with Hang On and Setai Hunt for £29.99. So if you were undecided about buying one of the consoles, this helps to increase the value!



RULE THE UNIVERSE

Coming soon on the Megadrive from Asmodee is Star Control, a "huge" space game in which arcade action and strategy are combined as you, the super-super all round nice guy, the AI hero of First Stars, take on the evil 1st Queen race.

Boasting in-depth gameplay, great graphics and plenty of scope for long term play, Star Control is certainly an original and unusual console game which we're looking forward to seeing. It's released in the states during Easter, and should be available in this country shortly afterwards. We'll keep you posted!



CHAIR-TASTIC!

If you're a fan of those cars you take you climb into and get thrown you around while you play, you might well be interested in these two items that make the most velocity of the CES show in America. Last Vegas which sort of does a similar thing.

They're both seats, which sit and move you around while you play games on your Nintendo or Megadrive. First is the Hot Seat, which is basically controlled by your own body movements. It's very easy to control, so on.

The second is the all steel constructed Stripliner. 1 Apple Chair in which the player has to lean left, right, backwards and forwards to actually control the action on screen.

They're both pretty interesting concepts, and no doubt as the console market expands, we can expect to see many more things like these appearing to these upgraded shows like CES.



SONIC THE HEDGEHOG



PRICKS AT THE SPEED OF SOUND

The game that everyone seemed to be talking about after the recent CES show in Las Vegas, America has flunked the hedgehog on this Megadrive. Starting Sonic is a banger, in case you couldn't guess from the title, it's a platform game which has some quite snappy gameplay and loads of original elements.

While absolutely dying to see the game, and not aware of that we could so we got hold of it, we'll stick loads of pictures of it in the magazine.

SEGA GUIDE

NEWS

SEGA

16-BIT



What sort of game do you think could feature falcons shot by lasers and hoisting missiles? Could it be a shoot 'em up. Surely not? Yes indeed it is. And it is on the Megadrive! Zero Wing is a conversion of the arcade version, all done up in which you guide a high-powered light aircraft over a series of horizontally scrolling levels packed with hordes of invading alien ships and end of level guardians. The graphics are identical to the arcade game, but then the coin up was away from. We'd be seeing whether the Megadrive conversion has got any new features or features to make it a little more exciting than the original machine when we review it later in this year.

MULTI-PLAY MEGAPLAY

One of those savings "new saving" widgets that the coin side industry throws up every now and then is the Mega play, a device that lets you have ten games plugged into the Megadrive simultaneously so that you can select one of a line at the touch of a button.

This isn't a new concept similar models were available to the Atari VCS eye.

born over ten years ago, but if you're lucky a machine you don't have to worry about spinning and copying tapes.

The machine has only just appeared in the US, so as post-importers to get their act on!



SEGA

8-BIT

SEGA GUIDE

NEWS

TERMINATE
YOUR SEGA

Appearing on your Master System screens later on this year will be a game based on the superbly Terminator movie which stars Arnold Schwarzenegger as a ruthless android sent back through time to murder an important woman.

The movie is action-packed and would make an ideal console game. Hope fully programmed it will be able to put it all

VAPOUR
TRAIL

On no... no another Mega drive shoot 'em up this is indeed folk. It is an up the modern blaster, but with a new twist on the tail. It's got simultaneous two-player action as you and a steam-bled your way across a variety of hazard-packed levels, de-stroying all and sundry. It's out in June, so keep your eyes out for it if you haven't already had your fill of shooting games.

CYBORG
LASER LAFFS

One of the better Amiga games to appear last year was Turmoil, a huge arcade adventure in which you guide a laser-packing cyborg around a massive (and we mean MASSIVE) multi-dimensional world.

"So what if it is old and only console," you think you will think. Amiga's are currently dominating the game to the Megadrive, and pretty good a joke bag, defeating all the Amiga's with the other Amiga version.

The only bad news is that the game won't appear on the Megadrive until late next year. So maybe go and wait for ages before we can play the game on our

STORMIN' IN

Coming soon to the Megadrive under the leadership of Razer (both a Stormlord, a conversion of the fairly successful game that was released on a variety of computer formats by the now defunct Hawkeye in the UK, about 18 months ago).

The game casts you as a grubby knight off to rescue captured ladies and thus free the world from an evil power. It's certainly good fun, and the graphics and 8 channel stereo sound are excellent. Hope news is and when we hear it.



SEGA 16-BIT PROFILE

MEGADRIIVE

Sega's Megadrive was launched in Japan early in 1985, to a public that was still reeling from the almost arcade-quality graphics and sound of the Sega PC Engine. While the PC Engine's game-playing power is more than adequate, the Megadrive has even greater graphics capabilities, 10-channel stereo sound, and a 16-bit central processor - potentially twice as powerful as the PC Engine's.

This potential attracted the interest of the games-buying public in Britain where the PC Engine was already selling strongly on import. It wasn't long before importers caught on and began bringing the Megadrive into the country too.



In the summer of 1990, the American version of the Megadrive (the "Genesis") was released. That September Virgin, Sega's European distributor, finally released the official British machine, priced at £189.99.

By this time, the Megadrive had already achieved incredible popularity (considering its limited availability) amongst British games players. Such excellent arcade conversions as *Shinobi* and *Ghosts*, *Super Hang-On*, *Afterburner II*, *Forgotten Worlds* and *Golden Axe* had made it the machine to save up for.

Now it was sitting in the High Street, the official Megadrive became an instant hit, and there are now over 65,000 Megadrive owners in the UK. Amazingly, its first book goes to press: the Megadrive's price has been cut to just under £180.00, and retailers are now selling vanilla packs, one containing a copy of *Mickey Mouse*, one with Michael Jackson's *Moonwalker* and one with *World Cup Soccer*. 80

However, importers continue to sell converted Japanese machines at competitive prices. They also sell Japanese cartridges which are not scheduled for UK release for some months. However, because of the shape of the cartridges, these games will not fit in unmodified British Megadrives without some kind of adaptor.

The official machine plugs it straight into a TV - or with the appropriate cable, a SCART monitor. Also in the box are an excellent three-button joystick, (though the Megadrive has two joystick sockets allowing you to play some games against a friend).



SEGA DATA

OFFICIAL PRICE: £149.99

GRAPHICS: UP TO 64 SPRITES ON SCREEN SIMULTANEOUSLY, IN ANY OF 64 COLOURS CHOSEN FROM A PALETTE OF 512.

SOUND: TEN CHANNEL DIGITAL SOUND IN STEREO

PERIPHERALS: POWER STICK, POWER BASE CONVERTER (ALLOWS YOU TO RUN MASTER SYSTEM GAMES), CD-ROM SYSTEM
DUE LATE 1991



MEGADRIVE

PROFILE

SEGA
16-BIT

SEGA GAMES

HERE ARE THE GREATEST GAMES
ON THE MEGADRIVE.

BEST SHOOT 'EM UP HELLFIRE

The Megadrive certainly isn't short of excellent shoot 'em ups, but the one (not yet available officially) is the most challenging and enjoyable so far.



BEST BEAT 'EM UP GOLDEN AXE

More than arcade-perfect (it has seven levels which weren't in the coin-op) this two player fantasy beat 'em up provides more sword-wielding thrills than any other on the road to Death Adder's palace.



BEST DRIVING GAME SUPER MONACO GP

Like Golden Axe, this conversion has even gone in it then the arcade game. Experience the speed of the Super Monaco track, then take part in tournaments around the world. Super Monaco feels very realistic and is therefore the most playable Megadrive race game.



BEST ARCADE ADVENTURE MICKEY MOUSE

Superb graphics and sounds make this arcade adventure a treat. Starting Mickey Mouse, the game's objective is to travel over the scorching landscapes, dodging cartoon-like beasts, destroying end-of-level guardians and finally confronting an evil witch who is molesting Minnie Mouse.



BEST PUZZLE GAME COLUMNS

There aren't many puzzle games available on the Megadrive, but in the absence of Tetris this one takes the title. One or two players match up sets of coloured pegs to the sound of haunting organ music, which helps make playing a strangely hypnotic experience.



BEST PLATFORM GAME RAINBOW ISLANDS

Another arcade conversion from not one but two Taito coin ops, Rainbow Islands and Super Rainbow Islands (both versions are on one cartridge). One player rescues the Rainbow Islands from hordes of cute little neopians by leaping up from level to level, zapping the baddies with magic rainbows. Great fun.



THE SUPER-SONIC CONSOLES MAG!

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THIS MONTH'S SPECIAL



SMALL JOE MONTANA FOR
4 JAMES POND MAGAZINE
INTERVIEW DAYS OF THUNDER
GALAXY FORCE CLASSIC
SUPER FAMICOM PARTY

SEGA

SEGA DRIVE

SEGA FAMICOM

NINTENDO

GAMEBOY

**SONIC
THE HEDGEHOG!!
BEST GAME EVER?**

**OUT
NOW**

REVIEW
AFTERBURN
WIZARDS AND WARRIOR
MIDNIGHT RESISTANCE
DAYS OF THUNDER
DARIN

SEGA MASTER SYSTEM 8-BIT PROFILE

MASTER

The Master System made its UK debut in 1987 and was launched at almost the same time as the Nintendo Color Game Boy (CGB) with which it's been struggling it out ever since.

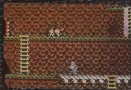
At the time consoles were just a memory from the early 80s, and games players were plugged into their cheap and cheerful Spectrums and Commodore 64s. Yet surprisingly, the idea of a smaller computer that simply played games costing at least £10 each didn't exactly change the market over night.

However, the Master System proved to be what marketing people would call a "stealer". It didn't sell as well as expected, but slowly built up a faithful following. The size of the Master System's user base quickly outgrew that of the C64, probably because of the attraction of Sega's conversions of their own extremely popular computer games, namely *Dot Run* and *Afterburner*.

In 1990, support for the Spectrum and Commodore 64 seemed to be dying out, and new, cheap and powerful consoles such as the Megadrive and the 16-bit Genesis were appearing. Consequently the public's interest in the Master System suddenly picked up, and the Master System (which was cheaper and of the market) did quite well on its second outing recognised as Europe's biggest selling video game console (Sega's UK distributors) even began selling their older titles at £9.99 - something which Nintendo were not willing to match.

There are now enough Master Systems in the UK to get British software companies such as *Acornsoft* seriously interested in producing cartridges for the highly high-risk market. In fact the latest version of the System II arranged the best that has been done on the machine.

We are now at the Master System's end of the line, not far before it falls into a state of obsolescence. Powerful machines are becoming cheaper and cheaper, and the Master System may well take a price cut very soon. In America, where Nintendo rules on the console market, the Master System never made it a real version of the console. It was just never touched at the equivalent of £100.00. It will make it to Europe's shelves, but even if it doesn't, there are enough new titles coming out to sustain the interest of Sega players for some years to come.



R SYSTEM

SEGA GAMES

BEST ACTION THE GREATEST GAMES
WONDER BOY II

BEST BEAT 'EM UP
GOLDEN AXE

Golden Axe is a brilliant introduction to this genre. You control three mighty knights who can do a lot of damage to the evil forces of the evil Dark Lord. The game is a real test of your reflexes and timing. You can also play the game in a two-player mode.

BEST DRIVING GAME
SUPER MOTOCYCLE GP

Not only is Super Motorcycle GP a high speed road race, it's also a great example of a high speed action game. The game is a real test of your reflexes and timing. You can also play the game in a two-player mode.

BEST ARCADE ADVENTURE
WONDER BOY II

Wonder Boy II is the most adventurous game you can play on the Master System. It's a real test of your reflexes and timing. You can also play the game in a two-player mode.

BEST PLATFORM GAME
IMPOSSIBLE MISSION

Impossible Mission is one of the most important secret agent games you can play. It's a real test of your reflexes and timing. You can also play the game in a two-player mode.

BEST SPORTS GAME
CALIFORNIA GAMES

California Games is a real test of your reflexes and timing. You can also play the game in a two-player mode.

MASTER SYSTEM

SEGA

PROFILE

8-BIT

SEGA DATA

PRICE: £79.99 (BASIC PACK) £99.99

(LIGHT GUN PACK)

GRAPHICS: 16 COLOURS ON

SCREEN FROM A PALETTE OF 128

SOUND: LIMITED THREE CHANNEL

MONO

PERIPHERALS: AUTOFIRE JOYPAD

RAPID FIRE UNIT, CONTROL STICK

STEERING YOKE 3D GLASSES AND

LIGHT GUN.

SEGA
Master System



BEST PUZZLE GAME

COLUMNS

This is a simplified version of the addictive game of the same name, but it is just as playable and almost as hypnotic. Not unlike Tetris, it requires the player to match coloured blocks/frags/pieces together to score points.

BEST ROLE PLAYING GAME

Y'S

A vast adventure set across several worlds, which requires the player to recover the lost books of Y'S. This is an expensive cartridge because it has extra memory chips inside it, as well as a battery which lets you save positions, but it's very engaging.

SEGA
8-BIT

GAME GEAR

PROFILE

GAME

PORTABLE FULL-COLOUR

After Nintendo revolutionised the hand-held games machine with their mono-screened Game Boy (and made it pocket-sized too) Sega decided to go one better and release a hand-held machine with a colour screen.

Rumours of the machine arose late in 1990, and pundits hoped the machine would be a pocket Megadrive, and duly dubbed it "The Microdrive". However their hopes were to be dashed, because the Game Gear turned out to be the portable equivalent of the lovely Master System, and most of the games were converted Master System titles.

Even so, all this speculation had already aroused the interest of European gamers, and hence, importers. With no European Game Gear release in sight, unofficial machines were being sold for over £250.00 before Christmas.

Sega's UK distributors, Virgin Mastertronic, were quick to announce that the Game Gear would be officially released very soon at a price of around £100. At this price, it could compete favourably with the Game Boy (which had already been officially released at £69.99) and the other, more powerful, colour hand-held, the Atari Lynx (which was selling slowly at £179.99).

As Christmas approached, Atari unexpectedly slashed the price of the Lynx to £129.99, and immediately sold stacks. The Game Gear release date was announced as Spring of 1991, but the prospect of it being able to compete with the much more impressive Lynx (which cost only £20 more made a £79.99 launch price more likely).

At the moment, the selection of games is small, and the games themselves aren't too impressive. The first releases are Columns (which is exactly the same as the Master System version), Super Monaco GP (almost the same as the Master System version, but without the split screen) and Pengo (a conversion of an ancient and outdated arcade game). Other games we've seen are Monkey Mouse (an exact conversion of the superb Master System game which is probably the best Game Gear title around), Woody Pop (a neat, but hardly inspiring version

of Asteroid) and Pop Doctor (a strange puzzle game). Like other colour hand-helds, the Game Gear's colour screen makes it expensive to run if you want to play on the move. In fact, the machine drains the power from six Wellman size batteries in just three hours, but a mains adaptor is available (though whether it will be included in the package with the official machine is unknown).

For multi-player games, the Game Gear has a socket built into the case which allows the player to connect his machine with a friend using a special cable. Of course, the other player needs a copy of the same game to play.

Probably the most exciting Game Gear development is the optional TV tuner. This plugs into the cartridge slot, and displays TV signals on the Game Gear screen, just like a miniature portable television. At what price this will cost is something Virgin haven't quite decided on at time of writing, but this is the one feature that the Game Gear holds over its competitors. In the meantime, do not buy any imported TV tuners, as they will not receive signals produced by the British TV system.



E GEAR

PORTABLE AND HAND-HELD GAME SYSTEM



SEGA DATA

OFFICIAL PRICE: UNKNOWN -
PROBABLY £79.99

GRAPHICS: VIRTUALLY THE SAME
AS THE MASTER SYSTEM
DISPLAYED ON A COLOUR LCD
SCREEN

SOUND: FOUR CHANNEL SOUND
PRODUCED THROUGH SPEAKER IN
CASE OR STEREO HEADPHONE'S

PERIPHERALS: LINK CABLE ALLOWS
TWO PLAYERS TO CONNECT GAME
GEARS TOGETHER FOR
MULTI-PLAYER GAMES. TV TUNER
TURNS MACHINE INTO MINI TV SET

GAME GEAR

PROFILE

SEGA

8-BIT



AMIGA MEGADRIIVE ST SEGA SUPER FAMICOM
C64 AMSTRAD PC ENGINE NINTENDO PC LYNX

COMPUTER + VIDEO GAMES

SNOW BROS!

HAVE A BALL WITH OCEAN'S

MEGA!

CONVERSION!!



INCREDIBLE!!
EYE OF THE BEHOLDER!
DUNGEON MASTER FINALLY BEATEN!

REVIEWED INSIDE!

BACK TO THE FUTURE 3 • GOD
ACT RAISER • SEGA SPEEDBALL
CHUCK ROCK • PGA TOUR GOLF
HAD GRAVITY • DICK TRACY!!

**WIN! A SUPER
FAMICOM!**
CONSOLES GALORE!
**A JOURNEY INTO A
VIRTUAL REALITY...!**



**OUT
NOW**

SEGA

8-BIT

MASTER SYSTEM

REVIEW

So Arthur feels like a bit of a fool. That's he was, "enjoying the company" of his royal girlfriend (which explains why he was only wearing his (poor) shorts at the time) when out of unknown abysses of time and space arrives Lucifer intent on reclaiming the luscious royal beauty his own true love!

Rather frustrated at being caught with his trousers down, Arthur sets out on a mission to rescue the women of his dreams—who just happens to be at the end of several levels' worth of horrendously sprawling platform action. But the demons of Lucifer are abroad and as Arthur progresses through each level these foul monsters attempt to rob our hero of his life!

Arthur has a wealth of weapons and selectable magic at his immediate disposal and no monster can withstand an all-out attack! There is also treasure chests to be opened, some of which send Arthur to a celestial shop where he can buy extra shoes and helmets to boost his running, jumping and damage absorbing abilities!

At the end of each level, Arthur faces up to one of Lucifer's partners in crime—a massive estate of foulness which requires many hits before it returns to Hades!



GHOULS



COMMENT

Reading the instruction booklet of *Ghouls 'n' Ghosts* really builds up your expectations. It seems as if the game's producers have actually battered the coin-op by incorporating extra features! These extra features (like extra weapons, magic and power-ups) do indeed enhance the action, but this version lacks the addictive nature of the arcade original. Also, the graphics and sound aren't going to be winning any prestigious awards for their excellence. However, this isn't to say that this is a bad game - far from it. The levels are sometimes larger than their arcade counterparts and you are getting quite a bit of game for your money. All of the rounds and massive bosses have been incorporated and the only thing missing is Arthur a power-up golden armour (though the different magic moves then makes up for this). *Ghouls 'n' Ghosts* isn't exactly in the realm of the classic Sega carts, but it's a pretty playable conversion of a great arcade machine that coin-op fans will enjoy a great deal. Have a look.



▲
▲
Ghouls 'n' Ghosts isn't the best looking game in the world, but it's incredibly playable and is challenge-packed.

GRAPHICS	78%
SOUND	66%
PLAYABILITY	84%
LASTABILITY	80%
OVERALL	79%

SEGA

8-BIT

MASTER SYSTEM

REVIEW

So, you bought the appropriately named "Bad" album, went to the concert, watched the Moonwalker video (and probably regretted it), read the book and wore the T-shirt. Now, with this new Sega cart, you can actually take control of a digital version of your favourite pop star!

Based closely on the movie, this cart involves the kid-rescuing antics of the smooth criminal himself, as he darts around the four-way scrolling platform maze dishing out copious quantities of Michael images to the crazed crooks of the evil drug baron and tantrum-loving, Mr Big!

But Mr Big hasn't made the task particularly easy for the star with the choir-boy voice. Each of the kids have been sequestered behind the doors, greenstones and bushes of five worlds - each with three sub-levels. But Michael is an athletic sort of kid-loving multi-millionaire, and can come up with all kinds of feisty dancing (including the inevitable moonwalking) and high-kicking in order to dispose of any one who dares attack him (though his brawny, brain-dead bodyguards haven't made it into the conversion).

Michael also has a magical flying hat that can be used to blow up his foes, along with a whole host of dancing moves that, cause his enemies to spontaneously gas in before being blasted into oblivion! Mr Big makes an appearance at the end of each level to goad our hero into anger before he unleashes more of his promises on our hero. After that, Michael moves onto the next level where more kiddie rescuing awaits.

There's also five of Jackson's most recognisable tunes incorporated into the game. Expect a veritable explosion of Jackson sound coming from the TV when you can get down to the likes of Smooth Criminal, Bad, Another Part of Me and Billie Jean!

MOONWALKER

COMMENT

Let's make no bones about it, the movie must rank as being one of the most vile films produced, with a mediocre "plot" and laughably limp acting on all quarters. Thankfully, this Sega cart is a damn sight better. The graphics are excellent, with detailed backdrops and sprites that even rival the graphical box-decorations that was the Magistrate version. The game plays well too, with loads of enemy crushing and plenty of Jackson-esque moves thrown in for good measure. There's only a couple of slight problems. There's a lot of loss repetition for its own good, and the task of rescuing "the kids" gets a bit boring after world two. The second gripe is the music. Even Jackson editions will find the Sega rendition of his greatest hits a bit on the irritating side. Still, Jackson fans'll get a kick out of this - a bit like the enemy sprites in the game!



An enjoyable and entertaining game which will appeal to Jackson and platform fans alike - check it out.

GRAPHICS	90%
SOUND	58%
PLAYABILITY	85%
LASTABILITY	70%
OVERALL	80%

SEGA

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► IT'S COMPETITION TIME !!! ◀

COMPETITIONS JUST FOR THE SEGA GUIDE!! NOWHERE ELSE!!!

RING 0839 - 121212 where the sega prize is - a SEGA MEGADRIVE

a sega megadrive in a bag about sega, are we clever or what?

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Things are going badly, and only one man can save us. And he's not even a proper man: he's a cyborg. What's that, you may well wonder. It's a cybernetic organism - or in English a mixture of man and machine.

Oddly enough, this strange being is also an expert in the martial arts. He can jump, kick, and slash foes with his sword. He also has access to throwing stars and other special weapons. (Best of all is the Ninja magical attack - not quite what you'd expect from a robot, but devastating in its effect on the enemy.)

Early levels are set in factories and warehouses, with wooden crates and rising platforms to negotiate as well as badies to cap. Then the action moves to the Bay Area, the Desert, the jungle and the waterfalls.

The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final boss, a huge GORGON-like robot with an excellent punch.

Tokens are liberally scattered throughout the game, giving the metallic black ball extra life, shuriken, bullets and magic, as well as powering his sword up to greater heights of deadliness.

CYBER SHINOBI

Could have been very good, but isn't. Jerky graphics and dull game play make Cyber Shinobi one to miss.

GRAPHICS 64%
SOUND 61%
PLAYABILITY 56%
LASTABILITY 47%
OVERALL 54%



COMMENT

Graphically, Cyber Shinobi isn't bad - or at least it wouldn't be here if not for the horrid clunky jerky scrolling and wobbly animation. However, the gameplay is poor. It's a very annoying game which is played screen-by-screen, unusual for a horizontal scrolling game. The game keeps stopping when the badies appear, and you've got to kill whatever's there before you can progress. It's not a difficult game, but you play it for so little time that the difficulty setting is unimportant. If you want a fast-moving, challenging beat 'em up, wait until anything better than Cyber Shinobi is released.



MEGADRIVE

SEGA
16-BIT

REVIEW



The aliens are coming, the aliens are coming! Yet again, Earth is threatened by aliens. They are attacking our lovely planet one area at a time, and there's only one way to stop them - taking over the surface like by force until there is no room left for the extraterrestrial scum!

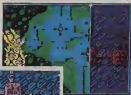
Similar to the arcade game *Devil*, *Wolfen* is set in a rectangular playing area, and the spaceship travels around the edges making quick forays into the middle to pick out smaller rectangles. The trips have to be fast because there are loads of obstacles made waiting for the chance to blow the ship to smithereens.

These nasties come in a variety of shapes and sizes, some of which move slowly while others zip across the screen at an alarming rate. Most of the big nasties have a habit of following the craft around and firing missiles in random directions. It's worth studying the movement patterns before trying to grab some points!

Luckily there are also some goodies to grab in the playing area. These include bonus points, items that freeze the badies, extra lives and increased speed for the ship. The final percentage of these "rebornswords" determines the bonus points, and there are 16 rounds in total, each with its own number of individual games.



▲ These end-of-level guardians threaten your ship.



▲ Drawing deeper strikes an area of the screen, and the old background is gradually replaced by a new one. Good ship!



COMMENT

This is a polished enhancement of an arcade classic that was inevitably going to find its way onto the Megadrive. The challenge is an addictive one, as getting past the latest bunch of aliens becomes obsessive. However the game is slightly spoiled by two factors: the control is on the ratty side, sending the ship hurtling into death, and the lack of a password system means you have to wade through all the earlier levels to get to where you left off! Also it's hard to justify the price for such a limited game. Still worth a look for fans of the original machine, though.

▲ A great enhancement of the classic Qix arcade machine marred slightly by an over-fiddly control method.

GRAPHICS	78%
SOUND	86%
PLAYABILITY	74%
LASTABILITY	78%
OVERALL	80%

REVIEW



This horizontally scrolling undersea blaster spread across six oceanic levels calls upon all your strengths as an undersea warrior, dealing death and destruction to the minions of the Male Creature. These include an army of eels, mine layers, attack shuttles and an assortment of sea creatures, all suitably fooled up and determined to stop you dead in your tracks. Literally.

Not that you're exactly a sailing duck, you begin with missiles and torpedoes, and have the opportunity to enhance your weaponry by collecting power-ups left behind by enemy vessels.

COMMENT

Sega's shoot 'em ups get better and better, and Submarine Attack carries on this tradition with a vengeance. It's not a revolutionary concept by any means, but it looks terrific, with highly colourful, almost flicker-free graphics and sounds which rank alongside the best heard on the Master System. Play-wise, we can't fault Submarine Attack, the player is eased into the game with a quite simple first level, gradually getting trickier the further you progress. You gasp at the pretty pictures, marvel at the music and are instantly hooked by the addictive gameplay! One of the best shoot 'em ups to hit the Master System - make sure it's right at the top of your shopping list.

Six levels of superb scrolling action make Submarine Attack one of the best blasters on the Sega.

GRAPHICS	92%
SOUND	81%
PLAYABILITY	91%
LASTABILITY	87%
OVERALL	92%



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MEGADRIIVE

REVIEW

SEGA

16-BIT



How could they be so cruel? Wheeling for a ride on their purple flying dragons, Wonderboy and his girl friend were scooped by a gang of marauding nesters from the Monster Lair, who kidnapped the girl and took her to their horrible abode. Oh dear, it's trouble time again.

So sets the scene for the third in the Wonderboy series, and the first time the nappy, old, sword-wielding lad has appeared on the Megadrive. Monster Lair is made up of ten wildly differing levels, ranging from forests to towns and both above and below ground. Armed from the get-go with a single shot magic dagger, Wonderboy is sent **AAA** through the waves of monsters, kill each one, then turn and, finally, retrieve the girl from the clutches of the enemy.

Along the way new weapons can be collected, which last for limited periods of time, and pieces of fruit which add to the youngster's score and energy bar.

Each level is split into two sections - the first sees Wonderboy taking on his enemies on foot, whilst section two involves riding on the back of a winged creature, shooting down the oncoming nesters.

WONDER BOY III

SEGA



Too easy to be worth buying, Wonderboy III is a cut-throat left for the kids.

GRAPHICS	80%
SOUND	68%
PLAYABILITY	73%
LASTABILITY	61%
OVERALL	64%



COMMENT

The coin-op version of Wonderboy III is great, but unfortunately this conversion isn't. The big problem is not the graphics - they're quite good, with chunky, colourful sprites and pleasant, pixelated scrolling backgrounds. Sound is fairly flat, but unobtrusive. No, the trouble with Wonderboy III is that it's just not challenging enough. It's possible to progress to at least level eight at the first sitting, and considering there are only ten stages to the game, that's quite a major problem. Wonderboy III - Monster Lair is probably best suited to younger players who don't crave for such trifles as a challenge.

SEGA
16-BIT

MEGADRIVE REVIEW

The overall objective of Super Volleyball is remarkably simple. Set on a playfield rather like a tennis court, it's your team's job to keep the ball in the air and return it to the opposing team on the other side of the net. The first team to let the ball make contact with the floor loses the point. If they served the ball, then they only lose the right to serve. If they didn't serve it then the opposing team get a serve. The first team to fifteen points is the winner.

Rather unusually, the volleying action is displayed on a side-on 2D display (as opposed to the more common pseudo 3D court) which scrolls in both horizontal directions to keep up with the ball's progress. Your players are capable of pulling off the vast majority of 'volleyball' moves in the rule book (including the almost infamous bump, set and spike). Should you attempt to make a return that's a bit beyond your player's reach, they even dive at the ball in an attempt to keep the it in play!

This Megadrive game provides would-be Volleyball champions with plenty of options. The most important being the choice between a one and two-player game. There's also the option to choose the team you wish to play as from a set of Japanese teams to the international Volleyball ones (it's preferable to choose the latter as these are displayed in English).



MEGADRIVE

REVIEW

SEGA
16-BIT

COMMENT

Volleyball is one of the most popular beach sports in the world, which makes the developers' choice of a graphically dull indoor court rather bizarre. However, whilst the backdrop is dull, the sprites themselves are exceptionally well-animated and pretty athletic, meaning that the simple gameplay is brought alive by some pretty complex (and graphically appealing) action. However, this graphical excellence is an effect that doesn't save the game from the shortcomings of its design. Every single play follows the same pattern. The player at the back digs the ball back into the air, another automatically places it for the shot - and that's where you come in with a choice of four plays. However, against the computer, two of these plays are suicidal (as the console tirelessly responds) and the other two have a 100% success rate! This isn't quite the case in two-player mode, but the limited gameplay makes this one that will be relegated to the cupboard pretty soon.



Nice sprites and easy-to-get-into action make this initially attractive, but the limited gameplay results in boredom.

GRAPHICS	75%
SOUND	77%
PLAYABILITY	79%
LASTABILITY	47%
OVERALL	57%

SEGA
16-BIT

MEGADRIVE

REVIEW

Time to dust down that oily tan, bright yellow woolly jumper and outrageous golfing trousers and money on down to four of the most skill-testing golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple. Just get that dented little white ball from your starting position down the fairway and onto the green, where it's your express purpose to put the little white ball into the hole. Easy, eh?

Well, matters are further complicated when more than one player takes to the course. This game enables up to four players to take each other on and any player can be controlled either by a human or by your trusty Megadrive.

PGA Tour Golf was originally a PC game, which came complete with a wealth of options to make your round of golf that much rewarding. Megadrive-caring golf fanatics will be pleased to know that all of these options have been crammed into this port, and with the aid of a bit very back up, your best golfers can be saved off to use on another day.



PGA TOUR



MEGADRIIVE

REVIEW

SEGA
16-BIT

COMMENT

PGA Tour Golf is one of the best games of its kind on ANY machine, never mind the Megadrive - simple to learn, yet deceptively difficult to master. You'll be amazed at the graphics - from the painting camera views of each hole before you tackle it, to the brilliant action replay of particularly spectacular shots. Playing PGA Tour is a relaxing experience, with birds twittering in the trees, the wind whistling around the course and, more often than not, the unlikely golfer attempting to dig his way out of a particularly nasty bunker. We'd recommend PGA Tour Golf to anyone. It's a terrific way of winding down after a hard day at school or the office, and a pleasant change from the plethora of shoot 'em ups and bash-'em-bots out there since seen lately.



Art
Mikreda Aguller
Julia Gost
Audio
Bob Hubbard

Design / Pro
Lee R
Daneilo

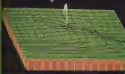
Progs
Don Tr
Jim B

Bestiast
Nappy
Jon B



GOLF

The ball is 8 in. above the cup, 11 yds. away



Simple to play, difficult to win, PGA Tour Golf is the most therapeutic game to be had on the Megadrive.

GRAPHICS	91%
SOUND	82%
PLAYABILITY	94%
LASTABILITY	94%
OVERALL	93%

SEGA

16-BIT

MEGADRIVE

REVIEW

Holy Roman Empire! The struggle for power in the city of the seven hills is on, and only one is pretender to the Imperial throne can survive. Will it be Julius Caesar?

The map showing the city of Rome forms the basis of the game, whether involved in or showing the entire area usually the General is in charge of a mere half-dozen army and cavalry units. Orders are given to move either fast or slowly, rest to recuperate lost strength, or dig trenches and build barricades. Once battle is joined with an enemy unit, the scene switches to a view of the conflict bars at the side of the screen show the relative strengths of the sides.



AMBITION OF CAESAR

シーザーの野望

The aim of the first level is to protect the friendly legions from destruction, the only real way to do this is to attack the foe with superior troops, and force him to retreat. Later on reinforcements appear for both sides, adding extra units for the General to move around the playing area.

Later levels feature battles at sea, with enemies smashing each other into matchsticks. After this quick jump in the sea you are back to the capital to wreck more havoc and claim the throne that rightfully belongs to Caesar.



Large brown mounds of average are hidden into battle.



A bland and dull strategy war game with poor in-game graphics. Even strategy fans will be disappointed.

GRAPHICS	69%
SOUND	75%
PLAYABILITY	56%
LASTABILITY	77%
OVERALL	66%

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Cavalry: Cavalry

SEGA DRIVE

WARRIOR: RISE AND FALL
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but who cares, if you don't want it, don't ring it!

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SEGA
16-BIT

MEGADRIVE REVIEW

■大戦略ゲーム
T-O-A 1989



■大戦略ゲーム
T-O-A 1989



■大戦略ゲーム
T-O-A 1989



■大戦略ゲーム
T-O-A 1989



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説、明、書、は、大、切、に、保、管、し、て、く、だ、さ、い、。

究極 TIGER



Times have changed since the days of the infamous Apache helicopter. Once the guardian of the skies, it's been reduced to as much scrap metal by a despotic enemy force intent on taking over the Earth and stripping it of its natural resources. Something needs to be done - and quickly.

Which is where the Tiger battle-chopper comes in. A revolution in helicopter technology, the Tiger matches speed and maneuverability with a deadly array of weapon systems. What really makes the Tiger stand out from the crowd though, is its unique ability to incorporate enemy armaments into its structure. And with the vast

squadrons of this tyrannical force retooling itself for the final push, you're in a death-or-glorious situation.

So take to the skies. In a violently scrolling shoot 'em up of immense proportions and even greater dangers, enemy tanks, helicopters and goodness knows-what-else have been alerted to your presence, and are ready and willing to take you on head-to-head. You begin with a rather ineffective cannon and a limited supply of bombs; however, you can build up your arsenal by destroying certain enemy vehicles and picking up their discarded weapon systems. Think you're up to the challenge of being the world one more time?

MEGADRIIVE

REVIEW

SEGA
16-BIT

COMMENT



A tricky, but rewarding blaster recommended to blasting fans after a tough and long-lasting challenge.

GRAPHICS	92%
SOUND	90%
PLAYABILITY	80%
LASTABILITY	90%
OVERALL	88%

SEGA MASTER SYSTEM 8-BIT REVIEW

Welcome to the future! Here, you'll find the game to be played has been changed to our all-round goals: Football. Rugby and all other games of ball-related excitement (the ones) have been abolished and replaced by a new game: Speedball. Taking a look at the rules, it's easy to see why it becomes so popular - there are none! The idea of the game is to score goals in your opponent's net, but this can be achieved with any combination of weapons - kicking, throwing and rather dirty tricks. The only skills needed are a smidgen of team work and a real love of bribery and blackmail (especially when it comes to passing the ball).

The mid-field exciter is a speed-up by the influence of tones signed around the pitch, which appear every few seconds. These are either happy (after the mid-field) or sad (in case of a fly into wire, starting power, etc.). They create the same attitudes of your opponent's feelings. These often even more wild as - in the case of you - to boost your stamina and stay more in control, able to even reverse your opponent's mood.

Running (orally essential when you think about it) is the best way to lose weight. It's the only exercise that burns more calories than it takes to do it. Running is also the only exercise that burns more calories than it takes to do it. Running is also the only exercise that burns more calories than it takes to do it.

It's not the taking part that is important in _____, it is the winning (professionally, hardly requiring any _____). The opposition is players' _____ (for)



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Super Guard
Invisaphant, born on
March 28 in Darmstadt

SEGA



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2



Speedball
Player 1
Player 2

COMMENT

Speedball is a strong first release from Microsoft. The game's mixture of ball-control, team skills and feelings of gratuitous violence combine to make a future sport that is very satisfying to play. If the prospect of being able to collectively bundle the opposition's goals and then coolly plant the ball in the goal appeals to you, then this game is for you! Offering far more fastability and excitement in two-player mode (why don't you switch ends at half-time, though? Player one has all the advantage of playing up the screen and it does make a difference), **Speedball** is a fine Sega cert. The graphics, though a tad blocky more than serve the purpose, though the scrolling is a tad on the jerky side. The sound is a bit limp, though - the white-noise effects and strange music don't exactly combine to create the powerful atmosphere required. All in all, a decent game, the like of which just hasn't been released on the Master System.

A good looking, entertaining and challenging sports game which is fun with one player, but is brilliant in two-player

GRAPHICS	79%
SOUND	69%
PLAYABILITY	83%
LASTABILITY	80%
OVERALL	81%

100



MON - SAT 10am-7pm.

SUNDAY 10am-6pm

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ELECTRO GAMES
210VERTON DRIVE
WIMBORNE,
LONDON E11 3NL

E. C. M. P. 1999
 E. C. M. P. 2000
 E. C. M. P. 2001

100

**FAST
DELIVERY**

[illegible]

THE COMPLETE GUIDE TO SEGA GAMES



BUYER'S GUIDE

Back by popular demand, the complete Sega Game Guide has been revised and updated from Complete Guide to Consoles IV to give you an even more complete overview of every Sega game available! If you want to know about Sega games, look no further than this.

MEGA DRIVE

AFTERBURNER II

Fast in the streets, better top-flying maneuverability. Sega's highly addictive top racer goes to 11.

All the bells and whistles of racing-mad machine have been integrated into this super headliner through slick sound effects (3D effect), lightning-fast on-screen scrolling (over 100 ft/sec), the action is extremely fast, with smooth 3D-collision and lightning-fast controls, and challenging but accessible on-screen action. The sound is also incredible, with a variety of blaring speed and acceleration and great sound effects.

Afterburner II continues the game action that your racing pleasure through fast in-mechanism look-up that is absolutely unbeatable. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

AIR DIVER

This is very much the classic Air Diver. All features come carry, but with some updates.

All the bells and whistles of the classic Air Diver are here, but with some updates.

and the way in your character is a secret. In fact, there's a lot of secrets to be found in this game. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

ALEX KID IN THE ENCHANTED CASTLE

Sega's answer to Super Mario is Alex Kid in the Enchanted Castle. The graphics and sound are excellent, and the game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.



The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

ALTERED BEAST

This is a great game, and it's a great game. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

This is a great game, and it's a great game. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

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The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

ARNOLD PALMER'S GOLF

This is a great game, and it's a great game. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

ATOMIC アトミック・ロボキッド ROBO-KID

Controlling atomic robots with a remote control, you can do anything you want. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

ASSAULT SUIT LEYNOS

The change in the game is a great change. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.



The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action. The game is so fast that it's easy to get lost in the action.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%



GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

BATMAN

The study also reveals that legislation is increasingly becoming more complex.

The author shows that a sense of responsibility is important because it leads to better decision-making. The author also notes that a sense of responsibility is a key factor in determining the success of a business.

The graphics and manual are both commendable. The manual is compact, but almost all the information concerning the device is included. The graphics are the spring of inspiration, and indicate a range of interesting new projects to be undertaken by the hobbyist. The only criticism is that the price for only one year of use of the program is slightly more than the cost of the program itself, and the price for the manual is also high.



CRASH TEST	80%
SOUND	87%
FLATNESS	88%
LASTINGITY	87%
OVERALL	87%

WILSON

[illegible][illegible]

546-6096

likely to be in the Chinese market, and the government will probably provide the support of financing up to 50% of the total cost of the project. There are some indications to suggest that the project will be a success, but the government will have to be careful to ensure that the project is not a failure.



Initially, the govt. may have better
resources for a while, but because
the economy is in a recession and
there is a high level of unemployment,
there are no jobs for the unemployed
people. This is a vicious circle and
it will take a long time to
break.

COMPLAINT	000
REASON	000
PLAINTABILITY	100
LASTINGNESS	100
CONFIDENCE	100



MEGADRIVE GUIDE

SEGA
16-BIT

CONCLUSIONS

[illegible]

The graphics are simple, and often too good to be true. Some accounts, including *Entrepreneur*, are misleading. The editors there claim that, unlike other publications, they will not publish any information from firms that have not been audited. That's different. Starting from now, a firm always has to have been audited. It's not a matter of when, but of whether it's being audited. It's not a matter of how often, but of whether it's being audited.

It's not a matter of how often, but of whether it's being audited. It's not a matter of how often, but of whether it's being audited.

GRAND TOTAL	100%
STUDY	100%
PLAYABILITY	100%
LAST RESULTS	100%
CASE STUDY	100%

1495

At speeds up to 100 mph, the aerodynamic forces placed on the tires are the highest. When you take the corner, the car's weight shifts to the outside wheels, and the effects of aerodynamic forces compound the load. The cornering forces mean the wheels are slipping. Therefore, you can't depend on the wheels' grip alone.

[illegible]

STRENGTH	70%
ACIDITY	80%
FLAMMABILITY	75%
LEAKAGE RISK	60%

CHEN ET AL.

Just today, pages from some *Agave* bark in American Forest Service's National Forest in Oregon have been found to contain a chemical that is known to be a potent carcinogen. And the same chemical has been found in some of the same bark in the same forest in Oregon.

For example, a 1996 study by the CDC found that 10% of children in the United States had been sexually abused by a family member. The study also found that 10% of children in the United States had been sexually abused by a family member.

Continuing a privileged career
 members are featured group last
 guests. There are many of more
 and usually, with group groups the
 others. Members have been through



Management Stress management is essential for better performance and overall well-being. It is a healthy lifestyle approach that combines techniques such as time management, goal setting, and relaxation. Individuals can practice stress management by identifying stressors, setting priorities, and using relaxation techniques like deep breathing, meditation, and exercise. Regular physical activity, a balanced diet, and adequate sleep are also crucial for managing stress effectively.

Cash flow	70%
Debt	30%
Equity	30%
Fixed assets	70%
Current assets	30%

DAWN 400

It is important to note that the following information is not intended to be a substitute for professional advice. The information is provided for informational purposes only and should not be used as a basis for investment decisions. The information is not intended to be a substitute for professional advice. The information is provided for informational purposes only and should not be used as a basis for investment decisions.

The early computer system is considered to be a great step change in processing of the data from the 1960s onwards and some are further convinced it is going to revolutionize the whole thing, but some think that there is nothing more to give (see

04210

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The producers' past political leanings notwithstanding, all candidates are now required to donate money to the United Fund (a Democratic fund-raiser). This is certainly a first step toward the leveling of the playing field. But more progress is

Ed Libby is certainly different, and it's great that he plays and suffers from one form of his own neurotic twigg. And though I feel awkward in what I'm doing, I'm glad to be there.

play on his own. The game on the many level, you can play back to a page that shows everyone's progress in the game and marks at least the games left to be won. If I had a computer on that

STOCKS	70%
BOND PORTFOLIO	10%
CASH	10%
COMMODITIES	10%

SEGA
16-BIT

MEGADRIVE

GUIDE

ESWAT

CITY UNDER SIEGE



ESWAT begins that series of the game, with the ESWAT unit's mission to capture and destroy the forces of an evil "lord" to prevent your world from becoming a lawless wasteland.

Complete the mission and you open up the ESWAT unit's mission. From there, you'll be able to see the city of ESWAT and the city of ESWAT. The mission is to capture the city of ESWAT and the city of ESWAT.

The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.



the world to grow. Customers must also be able to see the game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.



GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	87%

FINAL BLOW

Now that having games on the Mega Drive, and it's the time to see a game that's a great one. The game is a 3D action-adventure game, and it's a 3D action-adventure game.

The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	87%

FORGOTTEN WORLDS

There are two games in a series of games in this one. The game is a 3D action-adventure game, and it's a 3D action-adventure game.

The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.

The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.



FLYING SHARK

On the screen you can see the flying shark, and it's a 3D action-adventure game, and it's a 3D action-adventure game.

The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.

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The game is a 3D action-adventure game, and it's a 3D action-adventure game. The game is a 3D action-adventure game, and it's a 3D action-adventure game.



GRAPHICS	76%
SOUND	87%
PLAYABILITY	76%
LASTABILITY	87%
OVERALL	71%



GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	87%

MEGADRIIVE GUIDE

SEGA
16-BIT

GHOSTBUSTERS

Like our favorite pop culture heroes, the Ford 650s in *Ghostbusters* are just plain "good ol' boys a-coppy" that'll do whatever it takes to save the world from the forces of evil. You're the Ghostbusters! You're the Ghostbusters! You're the Ghostbusters!

Well, *Ghostbusters* is a good game. The cartoon-style graphics are in striking performance and feature just a bit of cut-in to show you the drivers get into all of those mega demons. Some great lines would not compare to the iconic movie quotes in this solid sequel.



Amazingly, *Ghostbusters* captures quite a few of the old-timey "ghost" and "evil" movie references. *Ghostbusters* is a great game, which will come in handy for some time. Truly, you should give *Ghostbusters* a try and see!

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

SHOULDS 'N' GHOSTS

There's nothing the *Shoguns* is a real "ghost" of the "Shoguns" that's been there the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

There's nothing the *Shoguns* is a real "ghost" of the "Shoguns" that's been there the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

There are loads of features to choose from, and a good amount of the game is "ghost" of the "Shoguns" that's been there the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Shoguns* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GOLDEN AXE

The old *Golden Axe* and the new, it's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

At *Golden Axe*, you can see what the game is all about. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

With the *Golden Axe* and the new, it's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Golden Axe* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GRENADA X

First impressions of the *Grenada X* are that it's a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Grenada X* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

HELLFIRE

Hellfire is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.



Overall, *Hellfire* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Hellfire* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

INSECTOR X

Insector X is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Insector X* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.



Overall, *Insector X* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

Overall, *Insector X* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%



JOHN MADDEN'S FOOTBALL

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

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GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

Overall, *John Madden's Football* is a really good game. It's a game that's been around since the very first. This is a game that's been around since the very first. It's a game that's been around since the very first. It's a game that's been around since the very first.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

SEGA
16-BIT

MEGADRIVE GUIDE

KLAX

Along the corridors of C.D., you can find a variety of this colorful, fast-paced game. It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



GRAPHICS	70%
SOUND	60%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	68%

LAST BATTLE

Among the games of this is a Megadrive game. It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

The other side of the coin is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

Over the years, the game has been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	82%

MOORWALKER

Moore Walker is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



With its colorful graphics and charming soundtrack, Moore Walker is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	82%

MUSHA

With its colorful graphics and charming soundtrack, Musha is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



The other side of the coin is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

GRAPHICS	70%
SOUND	60%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	71%

MYSTIC DEFENDER

Originally named as Mystic Defender, this game is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	82%

NEW ZEALAND STORY

The New Zealand Story is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



The other side of the coin is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

PHYLIC

Phylic is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.

It's a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



The other side of the coin is a game that's been around for a long time, and it's still one of the best. The game is a puzzle game, and it's a game that's been around for a long time, and it's still one of the best.



GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	77%

16-BIT

MEGADRIVE GUIDE

2018年12月15日 星期六

Can you imagine using the effect of a large electromagnet? A well-designed magnetizing coil can make fairly easily "heat" in all but the most dramatic proximity of the "magnetic" magnetism to a "magnet" coil, which can also be a large magnet in a coil and will also be a large magnet in a coil.

regional, and the results of the 1997 election in the Midwest. It is also important to note that the authors' analysis suggests that the authors do not acknowledge that the 1997 election was a significant event and that the authors do not acknowledge that the 1997 election was a significant event.

Super Adventure 2D™ is a thrilling
video game with over 100 levels. It's
easy to learn, easy to play, and it's
fun for everyone. It's the perfect
game for the whole family.

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GRAPHICS	80%
SOUND	20%
PLAYABILITY	80%
USABILITY	80%
OVERALL	80%

**SUPER
THUNDERBOLT**

Figure 1. The diagram is intended to illustrate and to make apparent the writing process itself. It shows the flow of information. Furthermore, the author points out that the author is writing himself. There are writing of writing and the writing of the writing. And the writing of the writing is the writing of the writing.

[illegible]

GRAPHICS	85%
SOUND	87%
PLAYABILITY	75%
LASTABILITY	89%
OVERALL	84%

SUPER SHINOBI

throughout the U.S. and overseas as the source of climate for a wide range of business, social, economic and political, cultural, scientific and technological change. The climate is the result of the interaction of many factors, including the physical environment, the human environment, and the social environment. The climate is the result of the interaction of many factors, including the physical environment, the human environment, and the social environment.

[illegible]

With alarming regularity and force my major theme (the last one) is: *Play*. The gamut is, essentially, represented as well as it can be, and all begins with my quest, the quest



1000000	100
1000000	100
1000000	100
1000000	100
1000000	100



THUNDER-ORCE II

Overwhelmed by the numerous and sometimes conflicting advice and opinions given by friends and family, we then visited our long-time physician, a highly respected neurologist, who, backed by the gold with which science and logic have endowed his specialty, told us to ignore the advice.

Category	Score
Sound	80%
Playability	80%
Value & Stability	80%
Overall	80%

THUNDERBOLT

[illegible]

STABILITY	100%
SCALING	100%
FLATABILITY	100%
ADAPTABILITY	100%
OVERALL	100%

GUIDE



RELIABILITY	100%
VALIDITY	100%
RELIABILITY	100%
VALIDITY	100%
RELIABILITY	100%
VALIDITY	100%

RELIABILITY	87%
DESIGN	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	87%

RELIABILITY	85%
COMFORT	75%
PLAYABILITY	80%
DURABILITY	70%
OVERALL	80%

[illegible]

SPRINT	100%
EDGE	100%
LA FAMILLY	100%
LA FAMILLY	100%
COMELLI	100%

GRAVIMETRIC	80%
SOLUBLE	80%
PLASTICITY	80%
DURABILITY	80%
COMBUSTIBILITY	75-80%

MASTER SYSTEM



AMERICAN PRO
FOOTBALL

Following a press conference,
 members and a leadership representative
 of the group addressed the
 audience. The group's
 message was that the
 group's members are
 not just a group of
 people, but a
 community.

The program was implemented, and had a great impact. Students who study abroad also gain a lot of experience.



A synthesis of research presented in the book shows that while many studies are increasingly recognizing the value of using a variety of strategies, no research has yet shown that the use of the 5E model is enough to ensure the best possible learning results. The authors argue that the use of the 5E model is not enough to ensure the best possible learning results. The authors argue that the use of the 5E model is not enough to ensure the best possible learning results.

ENVIRONMENTAL	87
QUALITY	87
PRODUCTIVITY	87
SAFETY	87
OVERALL	87



1000

1997) suggested that Japanese people may be experiencing some confusion as to what exactly is a positive emotion. This point is important, though, because even the authors noted that the relatively small sample size

Although I agree to follow the club's culture, it is not always easy to get the most out of the experience. For example, many of the games played in the club are not very hard, meaning I may have to put some of my energy into other activities.



The following table is intended to provide a guide to the various types of information that can be obtained from the various types of information sources.

STABILITY	100
STRENGTH	100
FLAMMABILITY	100
TOXICITY	100
ENVIRONMENTAL	100

ASTRO
RACE PITFOT

1. **Identify the main idea of the passage.**
 2. **Identify the supporting details.**

RELIANCE	75
ROUND	75
PLATINUM	80
LASTABILITY	75
OVERALL	75

... ..

Finally, the authors do not emphasize enough that, with a single, well-organized meeting, it is possible to do a lot of good. In every meeting, I encourage people to present. I point out, for example, that we collected the most interesting comments during the pre-conference and during the meeting.

GRAPHICS	80
SOUND	80
PLAYABILITY	80
LASTINGLY	80
OVERALL	80

HAVE BANK

The authors argue convincingly that they followed a naturalistic naturalist strategy, although it does imply that they were aware of some naturalist constraints and their violating, by choosing to ignore a clear suggestion to

It is very important that if anyone plans to do business with a contractor, they should be sure to do so in a proper way, so that the contractor is properly paid for the work done. The contractor should be paid for the work done, and the contractor should be paid for the work done.

GRAPHIC **77%**
500,000 **500,000**

BASETOM SOFTWARE

Producing very important knowledge
presented in journal articles and book
series gathering the great! For more
in 2007 contact us at info@springer.com



WATTLE BUT BURY

Takes no time to grow up In this Chinese 1980-style sci-fi fantasy game about strange little monsters who never really become adults.

© 2000 Blackwell Science Ltd

1	NAME	DATE
2	NAME	DATE
3	NAME	DATE
4	NAME	DATE
5	NAME	DATE

THE 100th anniversary of the 1911 Triangle Shirtwaist fire is a somber event, marking a tragedy that cost the lives of 146 workers. The fire, which broke out in the tenement-style building on the corner of Broadway and Washington Street in New York City, was the deadliest industrial disaster in the history of the United States. It was a disaster that could have been prevented if the owners had followed the safety rules that were in place at the time.

ALICE HILL

Takeaway: It is hard to know how much to invest in a new business. The best way to find out is to ask the experts. The best way to find out is to ask the experts.

However, in many instances, it is the most successful strategies, whether individual or community, that are the most challenging. It is not always the most obvious or the most easy.

COMFORT	95%
SOUND	98%
PLAYABILITY	99%
DURABILITY	97%
OVERALL	97%

100

Close to 100,000 U.S. passport holders used their new card in 2004 for the first time. It is the largest group of new users, according to statistics from the State Department and American Express. It should not

SEGA MASTER SYSTEM

8-BIT

The 80286 is better and the graphics are better than when it was.

It runs at 40MHz for a 32 game try list but has many more games than the 80286. It has a 32MB RAM and a 32MB ROM.

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

BOMBER RAID

Bomber Raid is a strategy game that can be played in a single or multi-player mode. It is a very fast and exciting game.

CALIFORNIA GAMES

This really good game has a lot of fun. It is a very fast and exciting game. It is a very fast and exciting game. It is a very fast and exciting game.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.



The 80286 is better and the graphics are better than when it was.

It runs at 40MHz for a 32 game try list but has many more games than the 80286. It has a 32MB RAM and a 32MB ROM.

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%



GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

CAPTAIN SILVER

Captain Silver is a very fast and exciting game. It is a very fast and exciting game. It is a very fast and exciting game.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

CLOUD MASTER

Cloud Master is a very fast and exciting game. It is a very fast and exciting game. It is a very fast and exciting game.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.

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CHASE HQ

Chase HQ is a very fast and exciting game. It is a very fast and exciting game. It is a very fast and exciting game.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.

The graphics are of an early 8-bit style. The sound is of an early 8-bit style. The playability is of an early 8-bit style. The lastability is of an early 8-bit style.

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%

GRAPHICS	85%
SOUND	80%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	81%



MASTER SYSTEM

SEGA

8-BIT



GRAPHICS	75%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	80%

CHOPFLIFTER

Rescue all hostages from their prison and get home dead-end.



GRAPHICS	77%
SOUND	77%
PLAYABILITY	77%
LASTABILITY	79%
OVERALL	77%

to pretty darn good quality, especially with the things in this game.

The number of enemy ships you can see at once is pretty good, but the game is a bit slow. And you can't get to the point where you can see the ship that you're shooting at.

The enemy ships are pretty slow, and there's a lot of enemy ships. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	81%
SOUND	79%
PLAYABILITY	81%
LASTABILITY	81%
OVERALL	80%

COLUMNS

On the falling puzzle game, you're taking blocks and putting them in a tower. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.



Double Dragon is a pretty good game. It's a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	70%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	70%

CYBORG HUNTER

Double Dragon is a pretty good game. It's a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

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The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	80%
SOUND	80%
PLAYABILITY	75%
LASTABILITY	80%
OVERALL	75%

DEAD ANGLE

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	80%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	80%

DOUBLE DRAGON

Double Dragon is a pretty good game. It's a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

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The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	70%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	70%

DYNAMITE JACK

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	80%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	75%

ENDUR RACER

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	80%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	75%

ESWAT

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.



The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

GRAPHICS	70%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	70%



The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at. The game is a bit slow, and you can't get to the point where you can see the ship that you're shooting at.

SCA 8-BIT

MASTER SYSTEM

each player should be able to finish the game pretty easily.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FIE FIGHTER

This game pretty impressive, but unfortunately suffers from very bland game play. Just by the way, it's not in 1-2 player, against the constant of enemy airplanes, it's a little too slow to play.

They replace and shoot are over and the game play is too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE

The game is actually a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.



As you can see, the game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE II

A pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FANTASY ZONE III

A pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

FIRE AND FORGET

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

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The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GANGSTEN TOWN

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GAUNTLET

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

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The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

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The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GHOSTBUSTERS

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

GHOST HOUSE

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

RAILWAY FORCE II

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.

The game is a pretty good one, but the game play is a little too slow to play. The game is a little too slow to play, but the game play is a little too slow to play.



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

MASTER SYSTEM

CALL PRICE	8875
BID/ASK	8875
FLAT/ROLLITY	100%
CURR/STABILITY	8875
STRENGTH	715

Adjusts to fit on the ground. Full width design, convenient to use.

the company has spent years on other projects and will continue to invest in other areas of the company.

These games require investment, and the time players spend will be paid back in time. Parady's team thought this was not the best (best) option. The best choice was to create a new and better game, and play it with confidence for some time before the technology was used for other purposes.



WORKING	100%
BOUNDED	100%
PLAYABILITY	100%
LASTABILITY	100%
IS WITH ALL	100%

you'll forget about making the 100-mile drive to the airport. There is no airport parking in Miami for visiting the press, but there are several hotels within 10 miles. You can also rent a car from the airport. There are also several hotels within 10 miles of the airport. There are also several hotels within 10 miles of the airport.

GRAPHICS	70%
SCIENCE	80%
FLUENCY	85%
LASTABILITY	70%
STABILITY	75%

Comparing entries of reference works
 means looking at authors and editors. Has
 the volume been revised? Are the data
 that you need contained in the coverage
 index? (Coffey, p. 1000)

1. **Identify the problem.** The first step is to identify the problem. This involves understanding the situation and the needs of the community.

STAMPING	100%
DRILLING	100%
FLAT GRINDING	100%
LOG GRINDING	100%
TURNING	100%

Don't give JCO's answers and return all your trigger fingers to the ground you can walk freely from JCO problems.

It's not particularly important that the government has any business and officials are concerned that we have no business.

Minister of Education, Science and Technology, Mr. N. S. Ramesh, said that the Government was committed to providing quality education to all children, and that the new curriculum would be implemented in a phased manner, starting with the primary school level in 2006.

Global Financial	120
Global	100
Financial	100
Global	100
Financial	100

[illegible]

Andersson says the researchers are studying interactions that happen between a mother's pituitary gland, your hypothalamus and your pineal gland. Another part of it is the pineal gland, which is in the brain, and it's the pineal gland that produces melatonin.

CONFIDENCE	10%
COMMITMENT	10%
INTEGRITY	10%
TRANSPARENCY	10%
ACCOUNTABILITY	10%

Price: \$29.95. **Shipping:** \$4.95. **ISBN:** 0-89603-400-0. **Pages:** 128. **Size:** 6 1/2" x 9 1/4". **Weight:** 1.5 lbs. **Material:** Paper. **Color:** Black and white. **Language:** English. **Country:** USA. **Manufacturer:** The McGraw-Hill Companies. **Distributor:** The McGraw-Hill Companies. **Availability:** In stock. **Ordering:** Call 1-800-541-8931 or visit www.mcgraw-hill.com. **Refund:** 30-day money-back guarantee. **Warranty:** None. **Notes:** This book is a reprint of the 1997 edition. The cover features a photograph of a person using a computer.



The journey is paid for back by college savings and insurance paid out during a remarkably healthy and happy 15-year-old baby's marriage and divorce. Thanks to a good old-fashioned

These games are spread over the 1000 pages of the book. The first 100 pages are devoted to the first game, the second 100 to the second, and so on. The last 100 pages are devoted to the last game, the 1000th. The book is a masterpiece of organization and a treasure trove of information. It is a must-read for anyone interested in the history of mathematics.

These three types of systems design—moderate, radical, and incremental—can be distinguished by the following, increasing levels of change:

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CLUBS	10%
FOOD	10%
BEVERAGES	10%
ENTERTAINMENT	10%
TOTAL	10%

Remember, we're looking for an article where you found that you were wrong.



Source: *Journal of the American Medical Association*, 2000, 284: 1033-1038.

Although the problems are rather complex, the solutions (following) are reasonable. The ideas to derive a more efficient code need to get a little further into the generalised case, and these are described in later

It is possible that the observed differences in the response of the two groups to the treatment may be due to the different baseline characteristics of the two groups. The baseline characteristics of the two groups are compared in Table 1. The two groups were similar in terms of age, sex, and duration of disease. The two groups were also similar in terms of the baseline values of the various parameters measured. The only difference between the two groups was the baseline value of the serum ferritin concentration, which was significantly higher in the patients with iron overload than in the patients without iron overload.

COMFORT	77%
SOUND	77%
PLAYABILITY	82%
DURABILITY	79%
VALUE	80%

MASTER SYSTEM

SEGA
8-BIT

OUT RUN

Take the wheel in Pontiac and shoot down the highway in America in this conversion of the arcade classic.

Although the 3D update isn't perfect, neither is the graphics nor soundtrack for gaming on an 8-bit console. The game is a lot of fun, though, and it's a shame it's not a lot better.

It plays a mean hell, like this one.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

OUT RUN 3D

Converts the arcade classic into a 3D version of the game. The 3D update is a lot better than the 8-bit version.

Use the 3D to shoot the best 3D game in the game. The 3D update is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

PARLOUR GAMES

Converts a number of arcade games into a 3D version of the game. The 3D update is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

PAPERBOY

Playing in the newspaper of the paper in the game of a few years back and some of the most fun in the game.

The Sega conversion captures all the fun of the original, and the graphics are a lot better than the 8-bit version. The game is a lot better than the 8-bit version.



Playing in the newspaper of the paper in the game of a few years back and some of the most fun in the game.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

PENGUIN LAND

Penguin Land is a fun game. The 3D update is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

Use the 3D to shoot the best 3D game in the game. The 3D update is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

POSEIDON WARS

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

POWER STRIKE

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

power, and the game is a lot better than the 8-bit version.

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

PRO WRESTLING

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.



The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

PSYCHO FOX

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

The game is a lot better than the 8-bit version. The game is a lot better than the 8-bit version.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%



8-DVT

GRAPHICS	80%
SOUND	80%
PLAYABILITY	80%
USABILITY	80%
OVERALL	80%

RELIABILITY	85%
ACCURACY	80%
FLAMMABILITY	80%
SAFETY	80%
OVERALL	80%

PLAYING	77%
SOUND	78%
PLAYABILITY	75%
DURABILITY	88%
OVERALL	75%

For more information, contact the author at carol@carolmccall.com.

GRAPHICS	80%
SOUND	80%
PLAYABILITY	83%
LASTABILITY	83%
OVERALL	81%



STIFF PRICE	10%
NO RISK	75%
FLATABILITY	10%
LASTABILITY	10%
OVERALL	100%



The design features of *Aluminum* are a testament to its design and construction. It is a testament to the design and construction of the magazine, and to the design and construction of the magazine.



Abstract



GRAPHICS	70%
SOUND	88%
PLAYABILITY	88%
USABILITY	77%
OVERALL	78%



MASTER SYSTEM

SEGA
8-BIT

The first side-up action game to feature a scrolling background, *Up'n Down* is a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.



GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	75%
OVERALL	75%

WANTED

There's no game more fun than *Wanted*. It's a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	75%
OVERALL	75%

WONDERBOY

It's time to get out of your box. Being a hero is a lot of fun, and *Wonderboy* is a fast-paced, fun game that's a blast on the home box.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.



GRAPHICS	80%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	75%
OVERALL	80%

WONDERBOY IN WONDERLAND

The second in the series, this game is a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	80%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	75%
OVERALL	80%

WONDERBOY III

Current rumors are that *Wonderboy* is a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	80%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	75%
OVERALL	80%

ITALIA '90

World Cup fever is in the air, and *Italia '90* is a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

ing to the user, the last element is a fast-paced, fun game that's a blast on the home box.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	75%
OVERALL	75%



The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	80%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	75%
OVERALL	80%

WORLD GRAND PRIX

At the end of the day, the only thing that's a blast on the home box is a fast-paced, fun game that's a blast on the home box. The game's simple controls are a breeze to master, and the graphics and sound are top-notch.

The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master. The game's fast-paced action is a real treat, and the game's simple controls are a breeze to master.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	75%
OVERALL	75%



SEGA
8-BIT

MASTER SYSTEM GUIDE



SUPER MONACO GP

Although it's not quite as realistic as Sega's Super 3D, Super Monaco GP is the world's most realistic-looking racing game. It has a beautiful, colorful, and detailed 3D environment, and the cars are modeled after real Formula 1 cars. The game is a true racing experience, with a realistic physics engine and a challenging AI.

There are a selection of races, and the game is very challenging. It's a true racing experience, with a realistic physics engine and a challenging AI. The game is a true racing experience, with a realistic physics engine and a challenging AI.

Super Monaco GP is a true racing experience. It's a true racing experience, with a realistic physics engine and a challenging AI. The game is a true racing experience, with a realistic physics engine and a challenging AI.

GRAPHICS	95%
SOUND	75%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	85%

SUPER TENNIS

Tennis is a game that's been around for a long time, and it's a game that's been around for a long time. It's a game that's been around for a long time, and it's a game that's been around for a long time.

The game is a true tennis experience, with a realistic physics engine and a challenging AI. The game is a true tennis experience, with a realistic physics engine and a challenging AI.

GRAPHICS	85%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	85%
OVERALL	85%

ZILLION

The first impression you get of Zillion is a sense of mystery. The game is a true Zillion experience, with a realistic physics engine and a challenging AI. The game is a true Zillion experience, with a realistic physics engine and a challenging AI.

The game is a true Zillion experience, with a realistic physics engine and a challenging AI. The game is a true Zillion experience, with a realistic physics engine and a challenging AI.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	85%
OVERALL	75%

Remember Zillion? The first lesson you learn is that you're not a hero. You're a hero, but you're not a hero. You're a hero, but you're not a hero.

The game is a true Zillion experience, with a realistic physics engine and a challenging AI. The game is a true Zillion experience, with a realistic physics engine and a challenging AI.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	85%
OVERALL	75%

ZILLION II

Following on from the original Zillion, it's a true Zillion experience, with a realistic physics engine and a challenging AI. The game is a true Zillion experience, with a realistic physics engine and a challenging AI.

The game is a true Zillion experience, with a realistic physics engine and a challenging AI. The game is a true Zillion experience, with a realistic physics engine and a challenging AI.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	85%
OVERALL	75%



DEFINITIVE

TIPS

SEGA **8 BIT** **16 BIT**



At the title screen of this arcade game, press **B** and **RIGHT** buttons to access the options screen where you can select the difficulty level and the kind of character you want to play as.



Bert Lawson of Birmingham (Sheffield) has a handy little tip for this shoot 'em up. At the start of level two, instead of fly down and forward into the rocks in order to get a CLAW power up.



SEGA
16-BIT

MEGADRIVE

11/85

GOLDEN AXE



As possible to begin this fine quest, are up with nine gold pieces. That's 30 lives in total. Simply select a new player name, choose an axe (the bottom left corner of the screen) and press start. The game will begin automatically. Next press A and C simultaneously, then let go of everything and press start. This one left what works. And many thanks to the staff of Midway for the help and advice.



LAST BATTLE

If you're having difficulty on this very easy and pretty subtle level, are up when you die you can restart on the same level by pressing A, B, C and START. What a horrible little game this is. But if you've got it and want to get a little bit more out of it, after completing the first chapter, take all

your savings and die. Then press A, B, and C simultaneously and hold them down, pressing start several times. You should now be able to choose your starting point.

POPULOUS

If you want to make some of the seemingly impossible higher levels, try out this cheat from USA's number

For unlimited adventures, go to the open screen and put the number of adventures to zero. Keep on pressing the start button very fast for a while and on the screen you'll see the open screen. If you see the open screen, you'll see the open screen. When you start the game you'll find infinite adventures and the whole life is a time to wonder.

The Super SHINOBI™

On the bonus stage of the death, set up, avoid killing any of the enemy ships, and at the end of the stage you'll be awarded with an extra life. Thanks to David Jeffery of Rochester, Kent, for that help to update.

and gameplaying skills. David Jeffery of American magazine Computer Games and Video Entertainment. He left a note level, and when it asks you to put in a pass word, keep the B button pressed and you'll be able to enter numbers instead of letters. It's a bit of a trial and error thing - 10218 for example is level 104.



THUNDER FORCE II

If you haven't found this yet, you're a bit of a cop. Press button A and START on the title page to access the options screen.

GHOST BUSTERS

Like the other two, this is a cheat for this fine game. Enter ON as your initials and then the following code: 315879632.

MEGADRIVE TIPS

SEGA
16-BIT

MICKEY MOUSE



Stephen Gray of Lucas has said in his tips on how to defeat the end of level boss in this brilliant platform game, here goes:

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the dog comes, jump up and over it. The dog will then hit the tree and some rocks will fall. Avoid these and either fire at or jump on the dog. He just hit and you'll eventually kill the wooden soldier.



And this (the signature) is a bloddy, so we think that is his name. I always put your name in block capitals just in case we can't read your writing. If London N12 has a great chest to get rid of the



LEVEL TWO

Having plenty of bells is an advantage for this task, so collect as many as possible on the previous level. Duff (when the clock's arms are extended) then leap up and fire a ball at its head after the springs have landed. If you run out of springs, use the springs to leap on to the clock's head.

LEVEL THREE

Use bells to kill the grunts when the skull starts moving up. Position Mickey about three quarters of the way across the screen. Little boss turns jump down from the top of the screen and bounces around. Just throw a ball at each one and get rid of them all to finish the screen. It's over so easy, so you

and of level guardians. Press B to create a skull smart bomb and instantly pause the game so that the skull is frozen in place. Leave the game for ten seconds or so, and when you restart the screen the guardian will be completely destroyed.



LEVEL FOUR

To kill the Peta's Dragon lookalike, stay on the middle platform as this is the safest one to operate from. When the dragon appears, hit a ball at its head. If you run out of bells, leap high into the air, get into bottom bomb mode and land on its head. It takes a bit of practice doing it this way, but it's possible to kill it using this method.



LEVEL FIVE

Killing five men isn't easy. Make up to five and get your finger ready on the jump button. When he gets his teeth, you can either jump away from him and throw a candle at him, or jump towards him and bottom bomb his head. He turns red and reds each time you hit him, and when he's bright red, one more bottom bomb will kill him.

LAST LEVEL

The evil witch Miss Ache hasn't been at the game have been fired at you go to the top right hand and rest on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghosts after fire at you then quickly bottom bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to



your previous position as soon as the ghosts have been fired. It's a game on the left hand side of the screen, go to the far right middle platform and dodge the ghosts before returning to the previous position. It's a case of being patient, but only bottom bomb when she's below you. Stick at it and you'll defeat her and rescue Minnie.



SEGA
16-BIT

MEGADRI TIPS

Changin' it inside an evil layer will allow you to move it into the boys of the year equipment in the shop. At the end of the level, make sure the poor player dies, and he'll appear just after the start of the next level with all the equipment of the rich player. Cheers and all that to you in the Day of St. Albans, mate.



STRIDER

STRIDER



At the beginning of the game, while the Master is laughing, press the cycled down, then press Buttons A, C, B, C and A, you should now be able to start where you died, with full energy. Thanks to Daniel Bertozzi of 1st Devision in Jersey for that.



Super Monaco GP



This isn't exactly a cheat, but it causes much movement for those who like to have a good laugh every now and then. If you want to see yourself looking up your head instead of the interior a couple of times, press the A and B buttons after you've crossed the finish line in wet conditions. Thanks to programmer Tim Williams of Phenix Games for that.



Matthew Baker of Romford



has sent in a password that allows you to join Madonna's team for the race:

0003 NSCG 8100
0000 080H 00HC
2435 E880 7ARD
F690 0000 0001
0000 0000 A300
1900.



MEGADRIVE

TIPS

SEGA
16-BIT

SPACE HARRIER II



When you start off in the space ship at the start of the game, press A, B and C together and move the joystick left or right to select a



ARNOLD GOLF

To access a secret game of Fantasy Zone, start a new game, and take 100 strokes on any hole without sinking the ball. The words Game Over will appear, press Up, Up Down Down, Left Right, Left Right, and Bottom A. Now you're in Fantasy Zone! What a whopper, eh?



SEGA**MASTER SYSTEM****8-BIT**

To gather extra health, wait until the game over screen then press the joystick diagonally up and left. There's no Wizard's Chivalry of Southgate, London for that one.

**GOLDEN AXE**

When the words "Sega Master System" appear, circle the directional pad and repeatedly press button 1. You should now have five lives instead of three. Supplied by Michael Lang of St Helena, Maryland.



To continue the second time, press the lower left diagonal D button and both buttons. To continue the third time, press the lower right diagonal and both buttons. The fourth and final continue can be achieved by pressing the upper right diagonal and both buttons.

SEGA**MASTER SYSTEM****8-BIT****RASTAN**

On the fourth level, jump up and down 30 times and you'll become invincible. Cheers to Calvin Hobbes again for that!

**DOUBLE DRAGON****AFTERBURNER**

As many of you Afterburner pilots have noticed, you can get from levels 1 to 10 with out getting hit by heading the joystick in a diagonal position (but keep firing off everything you've got and stick with the radar for those hit counts - you should be able to get an extra life by stage 10). From stage 10 onwards, how ever, this method doesn't work. Instead all the begin wing of stage 10 climb as high as possible and as soon as you see the first missile launched towards you, climb as low as possible. You are out-fire and out-climb the missiles, which dis-appear off the top of the screen. Then stay down until the next lot of missiles ap-pear and repeat as before except climb hard. If a missile does manage to fol-low you, dodge it by going up or down and then in the op-posite direction as it gets close to you. You may find yourself going continually up and down, but it works!



SHINOBI



Japanese Master of Hand-to-hand fighting has found a useful way to attack any stage of the game. On the left screen press Down and Right, and you'll be able to start whenever you like!

MY HERO

When you come to fight the end of screen you only use kites to the head and don't get trapped in the corner of the screen. Using the kites to the head you will beat him faster, and the faster you beat him the more lives you collect. When you fight Mokken, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.



MURDER BOY



RAMPAGE

Whenever you can, pick up a window from a window and just hold it. If you can't eat that your score will be boosted! Don't eat bombs or paralytic items, or these drain your energy.

When jumping off a building, keep the up button depressed and you will climb the building nearest. When a tank fires shells at you, jump into them and you won't get knocked out.

GOLVELLIUS

For a real entry check up on using the following code:

0000 0000
0000 0000
0000 0000
0000 0000



TENNIS ACE



Chased off of having to play all the matches in this tennis game? Fear no more, because Fast Track of Fast! Rampage has got a new word which takes you to the very last game. When it's lost, it's.

NR0P WVLG
LXGS FCKG



SEGA

MASTER SYSTEM

8-BIT

SPACE HARRIER



To get the continue mode moved the joystick up, up, down, down, left, right, left, right, down and up if you watch about five demo games, the Space Harrier

appears - all of the characters in the game are displayed and the whole thing is quite a laugh.

Call up sound text and select tunes 7, 4, 3, 7, 4, 8 and 1.

Now a screen pops up which allows you to change your weapons.

Want to get a 10,000,000 point bonus? Well, on the bonus screen shoot five

trees only. A space-walk occurs across the screen near the end of the level and if you manage to shoot it, at those lovely points are points.

TRANSBOT

Here is a quick one from Paul Shroder of Hysterburg in Bush registered for this rather happy little shoot 'em up. The easiest way to kill the final monster is to use Firepower A for normal fire and Firepower B for laser.

When you reach the final phy, three devices appear called Whores. If they're blasted with weapon against B, the relation will then continue on the underground level.

VIGILANTE

ENDURO RACER

If you want to jump levels off the 16 screen press RESET then UP, DOWN, LEFT, RIGHT on Control pad 1. You can now choose the round you want to play.

To get to any level, push the joystick top left and push buttons 1 and 2 at the same time. Tony DiStefano from Tel Aviv said that one in.



NINJA

TIPS



MAZE ROUND

When you first enter the maze move left. Make the first right. Shoot and disappear a few times, after this you should see your "X" only along the right. If the first possible winning. Go right. In between the middle paths there will be signs on each side. Then get ready to fight the main boss.

SEGA

FIRST SCROLL

Can be located in screen 1. Kill wandering ninja and the scroll will appear.

SECOND SCROLL

Can be located in screen 4. Shoot the dog statue at the far left hand side five times and the scroll will appear.

THIRD SCROLL

Can be located in screen 8. The scroll is located in the first Gattai. However, surrounded by a mist on the left hand side of the screen. Cross the foot bridge and to the top right corner. Shoot the statue on the left of the

body and the scroll will appear. Get the scroll and cross over the footbridge.

FOURTH SCROLL

Can be located in screen 8. Go through the entry way into the open hole. Shoot at the last turn towards the back wall and the scroll will appear.

FIFTH SCROLL

Can be located in screen 9. Climb up the wall (this appears very easily help) staying on the right side as you make your way up. When you reach the top of the rock you can stop them from falling by shooting the rock hole at the far right side of the tower. However, it is not necessary to do so to obtain the scroll. Go up past the rock holes and start fighting the main boss of the round but do not kill him. Leave him and go to the far right side of the screen. Can be found halfway the main boss is an almost above the far right rock hole and the scroll will appear. Now, go back and finish off the boss.

SCREEN TEN

Walk along the middle of the stone grey walkway to the stairs. This will place you on another walkway. There will be bushes on your right and bushes with round grey statues on your left. Go up to the tall grey statue and push it three times and it has disappear three times. A message will appear and you will move on to the maze round.

EXTRA SCROLL

Along your journey you will come across red and blue scrolls. The blue scrolls enable you to move faster, the red scrolls give you extra weapons.

最後の戦い

SEGA MASTER SYSTEM

8-BIT

WONDERBOY

When the screen shows the sound and dice markers, press buttons 1 twice, button 2 twice, hold them both down and use your other hand to move the lever (page 6). When moving the pest you will be able to collect your area and round desired.

During the game the Sage sign appears. Collect every one you see. This will make the fruit you collect worth 500 points.

Yes, there really is a tenth round in Wonderboy! You need 54 dolls. Collect the dolls from area 1, round 1 all the way to area 8, round 4. Only need will you be able to jump in the tenth round. Remember to collect the dolls up well. There can be found just about everywhere. Hit the apples and other items to increase the hidden dolls. Remember, I am up waiting for you to rescue her!

WONDERBOY



When you reach round 10 all you have the "Castle Over" screen will appear with the options "Continue" and "Restart". To begin where you left off, use the directional pad to select "Continue" and press enter button. To start from the beginning, use the directional pad to select "Restart" and press enter button.



On this screen press button 1 then press button 1 again twice, and then button 1 twice. Hold both buttons down at the same time, and press the D-button up for a higher round.

In Wonderboy you need to collect a total of 54 dolls (one each round). On area 10, round four the doll is actually found to a five. If you have all 54 dolls, after killing the monster at the end of Area 8 you get the round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

WONDERBOY

Kevin Hollingsworth for some time has been the writer's editor in the world of Wonderboy. He says that if you play a reasonable port, then the game and press the A button on controller two you'll jump up the stairs screen. Go into the stairs and you'll get 40 gold coins. DO this as many times as you like to get off the stairs.

WONDERBOY

Andrew Grange of Wonder Harts has found a quick way to finish his already brilliant game.

First of all, choose continue and type in WEST ONE 0000 000 on the password screen to get loads of money and a complete armoury. The game starts in the town so walk left until you reach the jump block. Jump up to the left. Walk past the door and keep walking left until you reach another door. This is a hospital. Get inside and exit. Walk right and enter the last door you come to (this should be the screen with the jump block in it). Go through the door and jump on the jump block. Land on the platform and go through the

door. The password is 000000.

Jump right and go into the platform. Then you'll find two doors on the left and press up. A door appears - enter it. You are now in a room with a door in it. Go through the door to find yourself in a room with the Vampire Dragon. Kill the dragon in a quick attack and at last you win the ending to continue. By the way, make sure you're not the last man you can damage the Vampire Dragon.



To instantly control all you after again with loads of cash and a complete armoury type in WEST ONE 0000 000 on the password screen.



CHOPLIFTER

On the second stage, by circling the battle ship, the end up comes down. On level 3, level backwards past the lava pit. Shoot the first enemy rocket boat several times, and when a while Superman appears. The prisoners will now be twice as fast. Whew!

Here's a jolly wheeze from Andrew Dunn of Sandhurst, Camberley. On level one, shoot out the ground emplacement and proceed to destroy the hangars. On the next level two. On level three level backwards past the lava pit. To select a level, press up, down, left, right and button two. Then do it again.



CAPTAIN SILVER

This game is a right load of fun. However, if you're limited with an and want to win that after you've died, press up and both buttons at the same time and you can restart. Hooley! On page Lee Kirkwood of Dagenham, Essex was the first soul who spotted that. To select the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

QUARTET

To begin the game with extra shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donewell from Leicester were the first dudes who noticed that one in us. Even MAGNET four times on the title screen and any button on popped two for second test. S. Allen has discovered that you can get a wider shot by

pressing the pause button 14 times. On the title screen before starting the game.

DEAD ANGLE

Four Aces from Wapping, London has a good one for players of this Operation Wolf style game. Plug in two joysticks and turn on the machine. When the title screen appears, move both sticks left and right until you hear a noise effect. Then press any

button as popped one. Now you should be on a later stage!

FREE GAME

This is an oldie, but some new Sega owners might not be aware that there is a free game actually built into the machine. Turn on the machine which simultaneously pushing the control pad buttons and pushing upward. A small game scrolls from the right and you can play away.

SEGA

16-BIT

MEGADRIVE

REVIEW

In a completely unexpected military gambit, aliens have suddenly invaded (again) from another dimension! Of course, the authorities at Megadrive Control besetwaged by the amount of alien invasions they have to cope with (about three a month) send a single ship up against the alien menace (again), making sure that a good ship leaves behind the necessary power-up weaponry, so our heroic hero can take the tools to carry out the alien massacre.

If you hadn't guessed yet, *Dangerous Seed* is yet another vertically scrolling Megadrive shoot 'em up (a la the Twin Hawk, Musha, Alamo, Trudion, Fire Shark, Elemental Master—the list is endless) with the usual dollops of parallel scrolling, end-of-level guardians and impressive graphical effects.

The aim of *Dangerous Seed* is simple: to collect bombs and power-up goodies during the level and then use them all up on the end-of-level boss. Each completed level endows your craft with some *Slapshot* style extra bits (up to a maximum of three) which, instead of just transforming into up to three different shapes which shoot in different directions (sound a bit like *Heathkit* to us).

The mission takes our battle-weary ship up into space (with a quick detour to Mars, to apologise for alien captivity they've punningly built without anyone noticing) and, through various graphically entertaining scenes and the hand of the *Dangerous Seed*s creator, it's a bit on the large side—so your job is to blow the *Slapshot* operator then dispose of him from the inside. But once inside, if you'll face the terrifying prospect of destroying all of the previous end-of-level bosses that he's beaten, probably squeaked inside. With those moves annihilated (again), you meet the head of the *Dangerous Seed* for the final, exciting confrontation.



End of level guardians ship!



Menacing Monsters.



Get lost crab face



REVIEW

COMMENT

Another vertically scrolling shoot 'em up it's exactly what the Megadrive does not need - especially with the likes of Truxton and Elemental Master adding up the score quite nicely. Dangerous Seed ranks as one of the most unoriginal games we've ever seen. Every single aspect of the game has appeared in one shoot 'em up or another, and Dangerous Seed adds nothing new of interest to the genre. The graphics are gaffed with minuscule sprites and awful explosions. Some fairly graphical effects are present in the later levels - all of them shamelessly ported from MUSHRA Master. Even the parallax scrolling is awful - even though the Megadrive has custom chips to deal with it! The sound consists of unexciting, warbling tunes and insipid effects. But what really seals this game's doom is the difficulty level. Completing the whole game is about as challenging as putting on a hat and just as exciting. Seriously, you're only likely to get a bout half an hour's worth of enjoyment from this sort and at over £30 it's ridiculously overpriced. The one redeeming feature this has is that the ship is quite responsive - but this fact alone doesn't make the any more interesting. That being the case, we simply cannot recommend this as anything more than a complete waste of money.



Over, the sea is a boggle!



Enemies get bigger throughout the game!



DANGEROUS SEED

FORMATION

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

11 12 13 14 15 16 17 18 19 20

A completely unoriginal and unexciting mish-mash not worth its salt at a quarter of the price.

GRAPHICS	55%
SOUND	49%
PLAYABILITY	43%
LASTABILITY	19%
OVERALL	29%

SEGA

MEGADRIVE

16-BIT

REVIEW

Slam dunk: those hoopster basketball makes another appearance on the Megadrive, this time starring the famous Los Angeles Lakers and Boston Celtics, although ten other teams are represented. Arcade mode provides speedy players who don't tire and refs who ignore fouls, while Simulation play has team members who get exhausted and officials who tend to notice when a player punches another. The play level - pre-season, regular season and Shootline - determines the abilities of the players on both sides.

Defining the ball is automatic, but when the man shoots, takes or tries to pass, he stops. In that player attempts to move again, he incurs a foul. The B button passes the ball to the nearest player facing the hoop. The directional pad can also be used to choose a receiver.

The A button controls shooting, but the likelihood of a player scoring depends on his skills: whether he is guarded, and how long the button is held. The shot-clock gives each team only 24 seconds to get in a shot before a foul is called.

Defence is the art of controlling the player with back shoes. Button B switches control to the player nearest the ball, and C attempts a steal. Lastly, button A makes the player jump up to block a shot.



HIGH SCORE 82

LAKE
VERS

CELTICS

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PLAYOFFS



NBA



MEGA DRIVE

REVIEW

SEGA

16-BIT

COMMENT

Lakers 'N' Celtics is another high-quality game from Electronic Arts. Although it's superficially similar to Super Real Basketball, the range of stats and options put this in a different league! It is much more of a simulation, so some people may be discouraged by its relative difficulty. Still, it isn't without its faults: getting control of the correct player is really tricky. The sprites are excellent, although the players' legs don't seem to quite run properly! A good game that is a true rival for Sega's own basketball game.



An excellent basketball simulation with plenty of stats and a comprehensive array of game options.

GRAPHICS	89%
SOUND	82%
PLAYABILITY	84%
LASTABILITY	79%
OVERALL	83%



POWER START

SEGA
16-BIT

MEGADRIIVE

REVIEW



ファンタジー

ELEMENTAL MASTER

エレメンタル

Your once beautiful land has been ravaged by the Elemental Master, a cruel wizard who derives pleasure from making innocent people suffer. He's left a burnt and battered wasteland in his wake, and there's only one thing to do - seek revenge, and slay the Elemental Master before he destroys the whole planet.

Race across the four kingdoms which make up the land in a vertically-scrolling, traditional shoot 'em up in a style reminiscent of *Dragon Spirit*. Wreak havoc in the enemy camp as you struggle to liberate your kingdom

from the clutches of the Elemental Master and his minions - a mix of evil (but not exactly wonderful) beings that boast an array of devastating weaponry. Luckily, their weapons, or at least those of certain creatures, can be picked up on their owners' demise and used against them. Delight in killing your opponents with fireballs, laser blasts and massive photon beams, as you move ever closer to realising your aim - destroying the Elemental Master and restoring peace and stability back to your kingdom.



ここに、新たな

アーケードシューティング

ELEMENTAL MASTER エレメンタルマスター

MEGADRIVE

REVIEW

SEGA

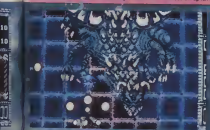
16-BIT



COMMENT

What can be said about *Elemental Master* that hasn't been said a thousand times before about a multitude of similar shoot 'em ups? Not a lot, come to think of it: above average graphics, especially the intro screens (some animated, most simply stills, all with undecipherable Japanese text on the version we played), although some of the sprites are on the small side - they're animated well though, and move

around quickly, which is a boon in a genre such as this. Sound is not bad at all, with well-reasoned tunes and fitting effects adding that little extra something to the proceedings. *Elemental Master* aside few, if any surprises as far as gameplay is concerned, but it's by no means a poor game, just a very hackneyed idea. To a large extent, the overall challenge negates the unoriginality of the thing, difficult without being overly frustrating, and at the end of the day, that's all a shoot 'em up fan is looking for, isn't it?



Not the most original of games, but a hard and fast shoot 'em up which will doubtless have fans drooling.

GRAPHICS	82%
SOUND	84%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	82%

な説がはじまる

SEGA
16-BIT

MEGADRIVE REVIEW

RINGSIDE ANGEL

Is a girl a girl? The somewhat bizarre sport of female wrestling, with all its crotch, bodychecks and grunts is the subject of this game. One or two players take part in contest to decide the toughest girl in the ring.

Knock-out mode is as straightforward as it sounds and defines means: dropping out of the contest. The league option pits the player against every Girl in the league (although this is basically another knock-out competition). Once the first batch of lovers has been beaten, another group of tougher ladies turn up dying to make mincemeat of the current challenger!

Choosing a player is simple enough, and the players also decide on a specialty move for their female fighter. Then perform bone-crunching moves such as grabbing the opponent, holding her by the waist and bending her back repeatedly until she can't take any more!



A fun-filled female wrestling game with great graphics and plenty of perviness. Sports fans should love it.

GRAPHICS	88%
SOUND	86%
PLAYABILITY	80%
LASTABILITY	64%
OVERALL	77%



COMMENT

This is a novel and amusing approach to what is a very odd sport in the first place. The whole presents a flap in tongue-in-cheek, with the crowd cheering all the violent moves and impossible holds. Graphically this is a delight, and the facial expressions of the women are wonderful. The sound effects have to be heard to be believed - perry is definitely the word! This is a great two-player game, but the game will be played less and less as the novelty wears off. So it's a good game for a while, but not really one that delivers value for money over the months to come.



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SCGA
16-BIT

MEGADRIIVE

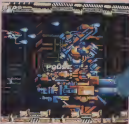
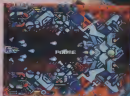
REVIEW

HHeavy Unit appeared on the PC Engine some time ago and basically involved flying around, kicking seven kinds of anal waste product out of a whole host of less than friendly alien types. Perhaps not surprisingly, the idea's the same on the Megadrive conversion.

Five stages of arcade blasting are what you'll have to contend with, each stage built up of four levels, and each level is absolutely jam-packed with the type of nasties you'd only expect to find... um... somewhere very 'VERY' nasty indeed! You won't have to put up with the horrible pee shooter laser given at the start of the game for ever, though - power-ups are situated at various points, offering speed ups, ultra-necked blasters and even a clever piece of kit allowing the player to change from a spaceship to a huge robot warrior.

But the baddies you meet aren't exactly in the steady drinking women category. Angrier, angrier thing bolts of laser fire, whizzing which appear from nowhere - usually right on top of you - and the hardest, ugliest alien critters tear the side of a hard, ugly crater factory. Be warned - anyone who attempts this challenge isn't going to flag it as well-loved!

HEAVY



UNIT

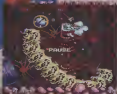
MEGADRIIVE

REVIEW

SEGA
16-BIT

COMMENT

We rather stopped off Heavy Unit on the PC Engine, primarily because it was just too darned hard! The Megadrive version, on the other hand, has had it's difficulty setting tweaked so that it's only ultra-rocky-pin-difficult, as opposed to impossible. The graphics are better than those of the Engine game too, featuring bigger sprites and more detailed backdrops - musically it's no war blanket either. However, we would still say that Heavy Unit is perhaps a bit too hard, our biggest gripe being that, after picking up a ton of weapons and cutting a swathe through a stage or two, on losing a life, it's back to the grumpy laser and a thankless task to try and get further into the game. Recommended only to hardened shoot 'em up addicts who don't get frustrated quickly.



Looks good, sounds good and, to begin with, plays well but losing your weapons makes Heavy Unit an uphill struggle.

GRAPHICS	88%
SOUND	85%
PLAYABILITY	79%
LASTABILITY	77%
OVERALL	82%

SEGA
8-BIT

MASTER SYSTEM

REVIEW

AERIAL
ASSAULT

EL's bells! Bad juju, but that's the name of the most destructive weapon ever created! EL. Designed by the terrorist organisation N.A.G. the huge laser emitter is capable of destroying the Earth's ozone layer, which would keep interplanetary warships busy to penetrate the atmosphere, sparing them for the entire planet!

The Earth would be in dire straits were it not for mysterious Freedom Fighter. No country accepted responsibility for him, but all of them owed their very existence to the shadowy figure and his daring raids into N.A.G. territory. But he'd strayed into danger once too often... N.A.G. had really an immense offensive force and were on the brink of an all-out attack which would mean the end of civilisation as known.

You control the Freedom Fighter in a one-man fight for survival against a wall of land, sea and air attacks. Spread across four levels, with a huge enemy guardian lurking at the end of each mission, your work will be cut out from the word go. And if you survive all that N.A.G. can throw at you - a thankless task in itself - you'll still have the terrifying EL laser to contend with. Not a very nice prospect at all.

A reasonable-looking shoot 'em up, but suffers from lack of difficulty and too-low levels.

GRAPHICS	76%
SOUND	72%
PLAYABILITY	75%
LASTABILITY	63%
OVERALL	69%



COMMENT

First impressions of *Air Assault* are decidedly off - the graphics are lifeless and colour is rather bland. Soon, though, your mind turns to the action and you begin to enjoy the game. The trouble is, it's too easy. Even on the highest difficulty setting and, with only four rounds, it's not going to take even the most inept shoot 'em upper very long to complete the game. Had *Aerial Assault* been tougher, it would have been a very appealing game - the graphics get a lot better once you reach level two, where you're greeted with a beautiful sunset and some effective parallax scrolling. If you crave a demanding shoot 'em up, spend your pound, golden bits of metal on the likes of *Submarine Attack* - *Aerial Assault* is best left to the beginners.

SEGA
16-BIT

MEGADRIVE

REVIEW

The evil demons of Icarus have risen to give the heavenly a bit of a bad time (plenty of fire and brimstone, eternal darkness and the like), so it's time for a shining angel (named Wren) to pick up his wings and his finger-mounted death cannons and give these god-forsaken devil-spawn something to think about.

In this all-action horizontally scrolling shoot 'em up, our angelic hero travels six stages of blazing action, doling out divine retribution to the damned with a variety of extra weapons. (But caution must be exercised! Two balloons of darkness have been placed in each stage - one midway and one at the end of the level, and they're not very happy with your aggressive antics to say the least.



NOOG

MEGADRIVE

REVIEW

SEGA
16-BIT



COMMENT

There are some very nice touches to Noog, the shading parallel scrolling being just one. The main sports is a tad on the small side, as are some of the enemies. But generally speaking, the graphics are of a high quality, and full of colour. There is also a host of ugly guardians too - just take a look at the first one you encounter, which looks like a horse's skull balanced on top of a turtle's shell! Noog isn't a game that will test your mind, but it certainly calls on all your reflexes and alien-zapping skills and tests them to their upper limits. It is not as good as Asterix, but it's not far off, and should certainly be topping the list of must-buys.



▲ A highly playable blaster with lovely graphics and brilliant little touches. Grab it quickly.

RECOMMENDATION
★★★★★
OVERALL RATING
★★★★★

SEGA

MASTER SYSTEM

8-BIT

REVIEW

The chest of the ring, the test of the canvas under the feet, and massive punch in the face: it's all found in the latest sports sim released by Sega. Starring James "Buster" Douglas, the former World Champion, this is a one or two-player game with the aim being to knock seven belts out of the opponent.

In one player mode, Buster fights five boxers, each successively tougher. The pugilists have four statistics: Power, which determines the strength of punch. Recovery, which shows the speed of damage reduction between rounds. Footwork, the quickness of the boxer's movement, and Super Punch, the number of mega-blows available.

The buttons control the left and right punches, and the joystick adds further options: for example, pushing down right while punching makes a head blow. Holding down both buttons builds up a Super Punch, which can smash the opponent right across the ring (unless he's sensible enough to get out of the way!).

Victory comes through a knockout, a technical knockout, or a Judge's Decision, in other words on points. So put on the gloves, step through the ropes and put in the mouth guard. Seven rounds can be a long time.

B. SANTANA



HEAVY CHAMP



MASTER SYSTEM

SEGA

REVIEW

8-BIT

COMMENT

Heavyweight Championship Boxing had all the potential to be brilliant - the excellent control method, fast action and nicely animated graphics all give a great first impression. However, when you get into the game and discover that there's only five boxes to challenge you, it soon becomes very dull. Even the two-player mode is marred because you always have to fight with the same boxes, and one is much better than the other. If you're really keen on boxing, try Rocky - it's just as good and is much cheaper. This early, keen I got the long-term appeal or challenge to make it worth its rather heavyweight price tag.

HEAVYWEIGHT CHAMPIONSHIP BOXING



A potentially good boxing game ruined by a complete lack of long-term challenge and a very limited two-player.

GRAPHICS	78%
SOUND	62%
PLAYABILITY	74%
LASTABILITY	39%
OVERALL	51%

SEGA
8-BIT

MASTER SYSTEM

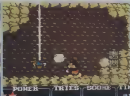
Everyone knows how popular Mickey and Minnie Mouse are, don't they? Well they've been knocking around for around 50 years now and everyone loves them - apart from one person. The evil witch, Mizrabel, despises these friendly rodents more than her own warped and grotesque features. She especially hates poor old Minnie, so in a fit of irrelevant ruthlessness the cunning witch decides to kidnap her! To add insult to injury, Mizrabel locks her away in the Castle of Illusion - the most dangerous castle in the known universe!

Obviously, Mickey Mouse can't too entrained by Mizrabel's antics and sets out on the inevitable rescue mission. This is where the player comes in. You must use your joystick skills to guide our hero through six multi-directionally scrolling platform levels, dealing with diabolical end-of-level bosses on the way. Each boss holds a rainbow jewel and these are used to transport Mickey to the final confrontation with the twisted Mizrabel herself!

Mickey has only two weapons in his attack repertoire. First off, he can pick up boulders or blocks littered around the city and these can be thrown at enemy sprites in order to effectively despatch them into oblivion! Mickey's bottom is often more immediate weapon (and he hasn't touched any kind of curry either). Whilst jumping he can produce a mega-destructive bottom bounce which crushes anything unlucky enough to be underneath (thank God cartoon characters don't suffer from flatulence, eh?)

Tasty bits of cake can be discovered that replenish Mickey's energy bar and there's even some special cake that increases the amount of damage Mickey can take! In this game of nasty surprises and perform cunning, he's going to need it!

WICKED MOUSE



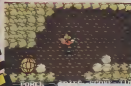
MASTER SYSTEM

SEGA

8-BIT

COMMENT

Every single aspect of Mickey Mouse is a visual gem. The graphics are superb, with a brilliant range of enemy sprites, out-of-level guardians and boss drops. The Mickey sprite himself is a graphical feast with real character and loads of animation. The sound too, isn't bad either with some nice tunes that are awesomely hummable. But it's gameplay that counts and Mickey Mouse has it in abundance! The six levels are all extremely challenging in their own ways, with plenty of platform strategies to be learnt before you can progress! There's also more than one way to complete each level, which means there's plenty of scope for flexibility and plenty of secret rooms to discover and treasure chambers to loot if you're going to buy one Sega platform game, then look no further - this card fits every requirement!



With its great graphics, sound and playability, this is easily one of the finest Sega games money can buy.

GRAPHICS	95%
SOUND	88%
PLAYABILITY	94%
LASTABILITY	93%
OVERALL	93%

SEGA

MASTER SYSTEM

8-BIT

REVIEW



The evil Death Adder has returned - but this time he is so mean, sad, and deadly that he's changed his name to Black Adder! And he's got a cunning plan (obviously of Blackink and Percy, no doubt) and has robbed the kingdom of the nine jewels of power! He's also deposed the good King Firewood (777) into the bin-pail.

As a true warrior and long time admirer of King Firewood, you aren't particularly impressed by Death Adder's murderous aims and evil mayhem. You've seen how control of the nine crystals has inexorably repressed the kingdom, and you don't like it. So what you're going to do about it? Why, you're going to pick up your sword and whack it and do something about it - just like in Golden Axe.

Well, actually you're not - because Golden Axe Warrior is in fact an RPG - nothing at all like the brilliant conversion of the Golden Axe coin-op! This means you've got to go around the big-screen landscape cutting up monsters, picking up items, conversing with people, carrying out mini-quests and the like.

Shops are visited during your quest - and here you buy goods with the local currency - coins (a pocketful of orange must indeed be a sight to behold). Extra weapons, magic spells, and special items are all to be uncovered in the game. Up against the evil might of Death Adder - you'll certainly need them.

GOLDEN AXE WARRIOR

COMMENT

So, how's "Golden Axe" on its second coin-op, Golden Axe Warrior? Well, you're not going to get it from Golden Axe Warrior is, in fact, an interesting old RPG that has all the entertainment value of a 24-hour German opera. The character interaction is simply a case of walking into people and listening to their most-memorable lines (a lot of conversation, and the exciting combat action comes down to a collection of small, unadorned sprites clattering up a level play area. The techniques are extremely clumsy and the sprites suffer from a graphical version of rigo rigole. The sound isn't bad - the tunes are sometimes reminiscent of the best of original in their style. All in all, you are getting a big adventure here for your money (with battery - look up case optional) - but as the saying goes: "one isn't everything" and with the extreme lack of moving action you'll get bored with this very quickly indeed. Don't even consider purchase if you value money the ordinary people do.



This has absolutely nothing to do with the Golden Axe coin-op conversion. It's a full RPG.

GRAPHICS	32%
SOUND	51%
PLAYABILITY	41%
LASTABILITY	59%
OVERALL	42%

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SEGA

MEGADRIVE

16-BIT

REVIEW

The world is in danger! Our little terminal of doom isn't threatening to roll over the world to a new, trouble-free planet. At times the little danger hummer and tanks must be done, the Aeroblaster "Trouble Specialty" Pair Unit are dispatched to save the day.

Two fighter pilots, Holly and Mike, the captain here, although from the looks of their panels, Holly could easily possess Mike in a one-on-one fist fight and send it, along their many cluster-bomb planes. The object is very straightforward. The screen scrolls horizontally and your task is either Holly or Mike is to keep your finger jammed down on that trigger and blast everything hostile that gets in your path.

At the end of each of the six levels, the heroists have left a little surprise for our airborne heroes. A whole host of very large (and very deadly) and of level guardians await before the reign of terror can be brought to an end and our heroes can be home.



MEGADRIIVE

REVIEW

SEGA
16-BIT

To get straight to the point, Aerobreaker is one of the best horizontally scrolling shoot 'em ups to be had on the Megadrive - it's also one of the toughest. Graphically, Aerobreaker is a treat to behold, colour, colour everywhere and great parallel scrolling. Then there's the music and sound effects - heaven to your ears. But it's the sheer pace of the gameplay which astuns you, for instance, on level two the action unfolds from blasting tons of aliens to blasting tons of aliens AND negotiating a series of tunnels at blistering speed. The Megadrive gets back to doing what it does best with Aerobreaker - a cracking shoot 'em up, no more, no less.



One of the best horizontally scrolling shoot 'em ups you'll see on the Megadrive. Or anywhere, for that matter.

GRAPHICS	93%
SOUND	89%
PLAYABILITY	94%
LASTABILITY	87%
OVERALL	90%

SEGA
16-BIT

MEGADRIVE REVIEW

In this game, the player adopts the mantle of an intergalactic tactician whose mission in life involves annihilating hostile alien races. The inhabitants of the Denus system know of your heroic antics and have consequently massed the largest battle fleets in the entire history of the universe and distributed them around 26 horizontally scrolling sectors - each named after a letter from the alphabet.



RADIANT

Your job is to simply annihilate a large portion of the enemy fleet, thus crippling their war machine. You start out your annihilating antics at stage A. After this has been destroyed, you can choose between visiting Zone B or C. All of the levels branch out (just like selecting your route on the coin-op version of Out Run) which means you only have to take out seven sectors in order to finish the game!

There's plenty of power-up weaponry available during the game including better forward-firing lasers, diagonal photon beams and highly explosive bombs that are best suited for ground attacks on enemy positions. This sort of awesome destructive potential comes in handy for the massive battleships that hang out at the end of each level.



MEGADRIVE

REVIEW

SEGA
16-BIT

COMMENT

Okay, so *Darius 2* is yet another horizontally scrolling blaster with the usual legions of sprites to blow away, the usual end-of-level bosses to annihilate and the same old graphical effects. Despite all of these novelties, it's still remarkably good to play. The ship patterns around the screen at a fair old lick dishing out gargantuan amounts of very enjoyable round-robin mayhem! The sprites are very small, but there's loads of them on-screen at once making for some fast and rather furious gameplay. The graphics are pretty good (there's a distinct lack of variety in the backgrounds though) and the re-used sound effects are the atmosphere as well. The gameplay may be rather enjoyable, but the digital Armageddon simply isn't in the same class as either *Hellfire* or *Gynoug*. *Darius 2* is bigger though with so many different levels to conquer. When you've completed the game there's also a number of different endings to enjoy dependent on the route you took through the game - that's an encouraging testability no end! Shoot 'em up fans should at least have a look at this cert. It's a simple, good, clean feed.

▲ ▲
Loads of levels and variety make *Darius 2* an enjoyable blaster that isn't quite in the league of *Hellfire* and *Gynoug*.

GRAPHICS	81%
SOUND	87%
PLAYABILITY	83%
LASTABILITY	89%
OVERALL	83%

16-BIT

MEGADRIVE

REVIEW

Although he has unlimited access to the Internet, Mail only has up to three magazines up. The ones in question are *Rolling Stone*, *Playboy*, and *Time*. Mail has a few other magazines in his collection, but they are all in the "archive" section of his account.



DIK T

MEGADRIIVE

REVIEW

SEGA

16-BIT



CRACK



COMMENT

It's quite an ego great surprise to discover that Dick Treay is a shoddy "set up" and a good one as well. The programmers have managed to explore a lot of the character's feel, and he certainly looks the part - big, stout and brash with a flowing, yellow mane and white, horned hat. He's also a dab hand when it comes to dispatching badies, be it with a pistol, machine gun and, if all else fails, an honest-to-goodness snout. In the teeth of was a little disappointing to hear that the tunes weren't taken from Madonna's 'Tre Breathless' soundtrack, but even so, the music that is there is quite enough. Probably the best part of the game, however, are the vehicles that Dick Treay suffers an enjoyable variety as opposed to a mediocre license. Is the machine-gun with which you can shoot out windows, car windows and even fire-hydrants as well as the plate-packing hot guys across the street. Not really an essential purchase, but if you love the look of action, drive Dick Treay.



There are better games around, but you'll not be disappointed if you're a fan of Dick.

GRAPHICS	84%
SOUND	80%
PLAYABILITY	82%
LASTABILITY	76%
OVERALL	80%

SEGA
16-BIT

MEGADRIVE

REVIEW



The kingdom has been rent asunder by an evil doctor who has faked the fur and pleasant Arabian lands with the remnants of darkness. It's a good thing that there's a hero around who armed with his turbo-powered magical hat (and a plentiful supply of Duracells to keep it going) has decided to rid the kingdom of the murderous minions.

The action takes place over an eight-way scrolling platform environment, with our cute Arabian hero running around deciphering lethal justice to anything evil-looking. The object of each level is simply to negotiate all the platform puzzles and reach the goal at the end of the level. Then it's on to the next stage where more of the same awaits - only this time it's even harder! So there you go.



SEGA GAMES 106

MAGICAL FLYING HAT TURBO ADVENTURE



MEGADRIVE

REVIEW

SEGA
16-BIT

COMMENT

Regrettably Flying Hat Turbo Adventure is virtually an identical copy of the Master System classic - Psycho Fox. The only changes are purely cosmetic. Better graphics and sound and another gameplay put this a few pages above the Sega game and that was pretty special to begin with! The platform-based gameplay is highly addictive with a number of routes through each level and loads of secret bonuses to pick up on your way through. The graphics have some excellent corn to toothpaste throughout - the faces your hero makes when he dies are pretty amusing, and all of the backdrops and sprites echo these humorous qualities. The sound is pretty good too, with appropriate effects and suitably Arabian music giving the game an excellent atmosphere. Be warned though, Flying Hat gets a tad frustrating at times - especially when you're doing well and suddenly you're sent back to the beginning of the level! Still, this is probably the only downside to what ranks as one of the best early platform games on the Megadrive market.

Great comic graphics, superlative playability and loads of levels make this one to check out - pronto!

GRAPHICS	88%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	90%
OVERALL	90%

SEGA
16-BIT

MEGADRIVE

REVIEW



The evil Cyber Zed engine have once again returned, having recovered from the good taking they received in *Shinobi* and *Revenge of Shinobi*. They're invading the world with an evil programme involving death, rebellion, and slavery. They don't like dogs too much either, and instigate a special campaign involving the mass genocide of every species of canine left on the planet.

Joe Musashi doesn't exactly go a punch for the first three mins in the Zed's agenda - and his faithful mutt doesn't really like the fourth much. Together, they decide to end the world of the Zed (again). This boils down to our hero and his four legged friend traversing five multi-ol' regional scrolling platform levels, dishing out lethal justice to an members of the Zed they find en route.

Our two heroes can dispense three forms of painful death onto their assailants. Joe's spittle shuriken throwing is just the ticket for disposing of Zeds at a distance, whilst he whip-out his enormous shoggoth to deal with any enemies that get too close. The third form of attack involves Joe's canine charm. He can unleash his red-nosed pal on the enemies at will, and this is used to dispatch any enemies that can't be reached by either sword or shuriken. This leaves the way clear for Joe to attack unhindered by any form of rebellion.

This daunting task is made far more difficult by the fact that the mission takes place in an annihilated city, so there's loads of potential death traps to found in the platform scenery (bottomless holes and collapsing ledges, for instance). Here, Joe's amazing wraith jumping and leaping skills come in handy.

The evil Zeds have also deployed very large and very vicious end-of-level bosses at regular intervals during the game. They require loads of hits (before their eventual demise, but the rewards come in the form of the sub-sequent bonus games. These generally take the form of our hero (minus psychotic dog) falling down a large pipe, being shunked at his feet for bonus points.

The game also has an option screen where the difficulty level and number of lives and credits can be altered. There's even an option that takes away Joe's death star looting abilities - meaning that the player has to take on the might of the Zed with only his over-sized meat cleaver and revenge printed upon his gauntlet.



MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

Shadow Dancer is decidedly average on all counts. The graphics, though well-defined, seem to maintain the same colour schemes throughout and the sprites are pretty dull and uninteresting. The medley music adds some weight of atmosphere to the proceedings, but the sound effects are pretty dull. But it's the playability that makes or breaks a game, and in this case it's the latter. The main sprite is more difficult to control than his Revenge of Shinobi counterpart, and the only real progression from the aforementioned classic is the inclusion of Joe's dog. Unfortunately, he proves to be about as useful as your Gran's ten-year-old pebble and whilst he's being powered-up for action, you're completely defenceless. Compare him with Revenge of Shinobi and his viability and it's this that really seals Shadow Dancer's doom. The music, sound effects, visuals, variety and playability are all markedly inferior to Revenge - so if you've got that, don't get Shadow Dancer. If you haven't, get Revenge then go for that, and leave this limp product on the shelves.

Add better graphics, superior sonics and greater playability and you've got Revenge of Shinobi

GRAPHICS	65%
SOUND	59%
PLAYABILITY	70%
LASTABILITY	60%
OVERALL	62%



SEGA
16-BIT

MEGADRIVE REVIEW

The situation is critical. The evil Doctor K has created an army of deranged replicants in order to take over the world, and only two men can stop him. Andy At-lecker and Ben Braker (believe so they got those names?) - Jack, the top soldiers of the CIA's special Crackdown team.

Each is armed with a machine gun, several super bombs, a set of explosives and their wits, and the two super soldiers must negotiate their way through a series of multidirectionally-scrolling levels of progressively more numerous and nasty enemy forces, planting explosives at certain points marked with a large red 'X'. Once all the objectives are set, they must exit the level before the bombs go off.

If Ben and Andy finally make it through to Doctor K's lair, the good doc has a final surprise for them - a planet-eating goat-headed demon, ready to be unleashed upon the world.



CRACKDOWN



COMMENT

Crackdown was never a major league doh-ty. The graphics and sound just weren't spectacular enough to grab the attention of broadcasters drawn to the lines of Operation Wolf and Afterburner. This is quite a shame because Crackdown is a pretty little number, and though it may not be a graphical extravaganza it has something that makes it stand out from the plethora of shoot 'em ups, beat 'em ups and move 'em downs common in the arcade. This game seems atmospheric. The graphics, though small, are well defined and well-animated and the sound is perfect with Mission Impossible-sequel tunes. Played with two-players the game really comes into its own. It's a team game, and this offers loads of scope in the gameplay stakes. For instance, one of you could be supplying covering fire while the other deposits the bombs. Obviously, a lot of the enjoyment is lost in one-player mode (juggling with half of the screen - which remains unused) - but for some exciting reason, the game moves a whole lot faster when you're playing solo. Crackdown is a must for two-player teams, but if you're considering playing this on your own, then the money is best spent elsewhere.

A decent enough conversion of an atmospheric two-player coin-op. If you've got a mate willing to play, it's a must.

GRAPHICS	77%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	79%
OVERALL	83%

SEGA
16-BIT

MEGADRIVE



OFFICIAL

HIGH SCORES

This is the Official UK Highscore list for Sega games. Here, top players get to show off their top scores, and you get to know what to aim at if you're going for a record!

SEGA

ACTION FIGHTER

8 500 000 Robert Wigton
Lancashire, Scotland

AFTERBURNER

17 404 100 Kenneth Fook

Croydon, Livingston

ALEX KID (JUST STARS)

1 394 500 Dennis Wells, Lon-

don

ALIEN INVADERS

270 180 Daniel Curry, Man-

chester

ALIBI GHOST

720 880 Gavin Wainman

Warwick, Essex

AMERICAN FOOT- BALL

5817 Karl Clark, Cleveland

ASTRO WARRIOR

1 290 500 Geoff Molloy

Islema, Blythburn, Lancs

ACTED ADVENTURE

347 100 Michael Goode, Car-

diff

BLACK BELT

4 561 200 Carl Smith, Har-

ford Heath

BLACK RABBIT GO

89 000 Richard Bell, Boding-

don, Surrey

BOMBER RAID

1 313 500 M G Baker, East

Grinstead

CALIFORNIA GAMES

HALF PIPE 141 708 Scott

McGlash, Dundee, Wils

FOOTBALL 100 000 James

Mary, Berthelton, Kent

SURFING 100 Robert Wig-

ton, Lancashire, Scotland

SKATING 5000 Robert Wig-

ton, Lancashire, Scotland

BMX 176 000 Robert Wig-

ton, Lancashire, Scotland

FLYING COIN 1700 Anthony

Leeds, Halesowen, W Mid-

lands

CASINO GAMES

POKER 482 370 Karl

Marsh, Otham, Manchester

CHOPPLER

1 601 200 Robert Wigton,

Lancashire, Scotland

217 600 Kail-Ling Ho, Stan-

leyville La Hoya, Essex

DOUBLE DRAGON

1 084 150 Rory Miller, West

Yorkshire

DYNAMITE DUN

765 000 Robert Wigton, Le-

icestershire, Scotland

FANTASY ZONE

199 848 000 M G Baker

Grinstead, Surrey

FANTASY ZONE II

8 941 880 Jim Evans, Walsal-

ley, Yorkshire

GALAXY FORCE

427 400 Ian Gentry, Hilling-

don, Middle

DANGEROUS TOWNS

605 780 Mykel Dennis,

Marham, Devon

GOLDEN AXE

245 0 James Hoake, Warrin-

gton, Devon

GHOST HOUSE

1 381 600 James Denham,

London

GLOBAL DEFENSE

547 180 Anthony Haul, Wal-

sall

GREAT BASEBALL

20-01 Robert Gannon, Bos-

ford

GREAT BASKETBALL

83 0 Stewart Cole, Rando-

rough, Leeds

GREAT GOLF

53 Colin Boyes, Australia

HANG-ON

6 562 204 Euan Matheson

Fife, Fife

KEN SPION

605 100 Michael Goode, Car-

diff

MY HERO

10 000 500 Mark Polton-

dale, Australia

OUT RUN

66 120 400 Robert (Bloo-

dy), Australia

PENGUIN LAND

Level 22 Steven Gennard

Warwick, Warwick

POWER STRIKE

66 242 300 Paul Stokes,

Aberdeen



PRO WRESTLING
687 100 Tim Gasser, Vienna,
Australia

QUARTET
1 170 840 Gareth Williams
10

RAMBO II
80 300 David Barnes, Glen
view, Cambridge

RAMPAGE
601 800 David Barnes, Mon-
mouth

RASTAN
1 400 190 David Buckland
8 and

RESCUE MISSION
105 300 Stephen Hale, Tin
land

R-TYPE
7 670 800 Scott Myles, Wain
Sweden, Wilt

SARARI HUNT
9 344 000 Sandra Singh
Painlevue

SECRET COMMAND
3 315 000 Julian Lloyd
Leamington Spa, Warks

SHOGUN
1 800 100 Mark Polovodskis
Australia

SPACE HARRIER
45 144 180 Matthew White
Oxford, W Midlands

SPACE HARRIER II
62 100 110 Gareth Pollis,
Thorn, N Yorks

THUNDERBLADE
2 780 800 Alessandro Thi-
mary, Belgium

VEGLANTE
180 700 Stephen Pope, Chor-
ley, Lancashire

**WONDERBOY (MONSTER-
LAND)**

10 600 800 William Wong, W
Seaborn, Cheshire

WONDERBOY II
600 500 Andrew Sweeney, Le-
eds

WORLD BOSSON
41 8 Karl Clark, Cleveland

BILLION II
1 000 800 J Cunningham,
Sverdsk, Kent

MEGADRIVE
AFTERBURNER

27 840 800 Daniel Sullivan,
Devon

ALTERED REALITY
2 000 600 Paul Wheatley,
Kent

BATMAN
48 700 David Park, Gates-
head

COLUMB
44 000 000 Julian Rignall

GEAR MACHINES
GU BOY

8 300 700 Jonathan Tibbott,
Sheffield

FINAL BLOW
3 100 800 Sheryl Mear, Ap-
lebury

FORGOTTEN WORLDS
1 800 300 Robert Golden
Lymington, Warks

GHOSTBUSTERS
10 600 000 Paul (awful sign),
Leam, South Bedford

GHOULS AND GHOSTS
840 300 Daniel Sullivan, Car-
sworthy

GOLDEN AGE
271 8 Glen Williams, London

MOCHWALKER
20 570 Peter Allport, Surrey

NEW ZEALAND STORY
500 300 Nigel Warren, Wils-
shire, Cheshire

RAMBO III
1 277 000 Jason West, Wilt-
shire, Cambs

SPACE HARRIER II
21 380 800 Lee Boyle, Reading



SUPER HANG-ON
Beginner: 55 400 540 Anony-
mous, Southampton

Junior: 58 500 800 Matthew
Adams, Ayr, Wiltshire

Senior: 78 180 480 Matthew
Adams, Ayr, Wiltshire

Expert: 80 770 840 Simon
Cumpley, Kilmarnock, Lan-
cashire

SUPER HOGAN'S GP
4 701 Julian Rignall, Wilt-
shire, Wiltshire

SUPER SHOGUN
8 000 800 Daniel Sullivan,
Cotswold

THUNDERFOUR II
2 540 000 Paul (awful sign),
Kent

THUNDERFORCE II
8 811 800 (Mark (awful sign)) Mar-
tin Trewin, Taunton, Somerset

ZOOM
208 800 Andrew Croft, Durs-
ley, Wiltshire



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MEGADRIVE

REVIEW

SEGA

16-BIT

Forget football, rugby, 100m sprints and ladder balling. In the year 1999 the sport of the day is Gan Ground, the fabulous new pastime in which football teams have an analogue in the enormous maze-like structure of the Shokans Stadium, pitting their skills against and masts against the deadly robot enemies.

But robots are controlled by computers, and computers aren't mistake. The basic match was supposed to begin, the crowd walls going wild. Unfortunately, so did the Mother Computer. Sparks flew, robots were being sent en masse as the spectators fled the stadium. Those who escaped were lucky, the rest found themselves trapped inside the stadium - their only hope being three Gan Ground fighters joined in the stadium with them, and whose task it would be to free the fans and close down the Mother Computer.

Gan Ground consists of five levels of ten stages per level. Your objective, as a trapped spectator, is to get out by finding the exit to each stage or destroying all the robots. There is also a secondary task, that of rescuing the spectators who are trapped inside the maze. The more you rescue, the better your likelihood of success as each rescued person becomes a fighter from the next level onwards. Your ultimate goal is to reach and destroy the Mother Computer, the source of all your misery. Good luck - the lives of many people rest in your hands! *******

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COMMENT

Although Gan Ground provides plenty of shooting for the shoot 'em up junkies out there, the main core of the game is the puzzle aspect which requires the player to choose the most effective characters to complete each individual stage. The first round of ten levels isn't difficult, but after that Gan Ground becomes very tricky indeed - some may even say torturing. Graphically it fails to impress, sprites are on the blocky side, although they're quite well animated, and backgrounds are best described as bland. But if it's the gameplay which is most important, and to tell the truth it's not too bad. We recommend you grab a joystick and give it a whirl first before parting with your cash, though, as Gan Ground won't be to everyone's taste.



Quite an addictive blend of arcade action and puzzle-solving, which may not appeal to everyone.

GRAPHICS	70%
SOUND	73%
PLAYABILITY	79%
LASTABILITY	74%
OVERALL	76%

SEGA

MASTER SYSTEM

8-BIT

REVIEW

Wheee! rock! Pac-Man is back yet again... but returns to PacWorld to find everything's gone 3D on him! Unperturbed by this, our yellow spherical hero with the voracious appetite goes on yet another munching spree, out to clear the various levels (Block Town, Coin World - an all-new bonus level, PacMan Park, Sandbox Land and the Jungle Stage) of video play.

As you'd expect, those pesky ghosts are back, but lady, Finley, Blinky and Clyde have been joined by two new recruits - Sue and Panky, and all six are out to shake Pac-Man's life just as much of a misery as before. The 16 tiles can be turned, however, by munching on a power pill, giving Pac-Man the ability to bite back if the going gets too tough, however, and Pac-Man finds himself misappreh, he can now bounce over the ghosts' heads to escape!



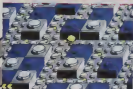
MASTER SYSTEM

REVIEW

SEGA
8-BIT

COMMENT

Sega Pacmania is a stunning, completely new twist on the fun and features of the original Pac-Man and even manages to include a few of its own, including a whole new world to munch around. The graphics and sound are great, with colourful, smooth-scrolling backgrounds and some great effects which compliment the frantic action perfectly. Although the Pacman concept is simple, it's a classic one and offers plenty of enjoyment for those who haven't played this type of game much before. Give it a go.



WHAT'S
HAPPENING!!

A very good coin-op conversion that offers simple, addictive game-play for any fan of Pac-Man games.

GRAPHICS	85%
SOUND	82%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	84%

PREVIEW

SEGA

8
BIT16
BIT

MEGADRIIVE RELEASES

Please note: these release dates are for Japanese Megadrive games only. NOT for British games, and are subject to change.

MARCH

GHOST HUNTER YOKO VALIS II
SHINING AND THE DARKNESS

**SUPER AIR WOLF**

The TV chopper takes to the skies in yet another reasonably scuffling shoot 'em up. The graphics look brilliant.

MIDNIGHT RESISTANCE

Messiah II may be a conversion of the arcade machine which promises to be a winner all the way.



APRIL

VERTYTEX KECEKI

A conversion of the rather old space arcade board, set up with reform style graphics. Could be excellent.

**RANGLISSER DINGOLAND**

A pinball extravaganza with loads of screen screens.

ARCUS ODYSSEY**ZERO WING**

An up the screen blaster with loads of extra weapons.

WARDNER

An enhanced version of the superb coin-op - should be a gleam from the past.

**MONSTER WORLD II**

MAY

ADVANCED WARFARE**FIRE MUSTANG****BLUE ALMANAC**

Huge role-playing game - watch out, though, as all the text will be in Japanese and the game will therefore be unplayable unless you speak the lingo. Wait for the US/JR versions.

**THE FASTEST ONE SONANZA BROS**

Sega's stunning ball two-player coin 'em up should certainly vary well. Watch out for this one - we think it'll be successful.



JUNE

MARVEL LAND
TASK FORCE HARRIER

USHIWAKA-MARU STORY**ALISIA ORAGOON****NINJA BURAI JEWEL MASTER****ALIEN STORM**

Another conversion of a great Sega coin-op. This one has you battling alien ships from outer space.

**RENTAL HERO**

JULY

SONIC THE HEDGEHOG

With amazing graphics and superlative gameplay, this could be the finest Megadrive game yet! Quite Sonic around the land, scope at high speed and incite the baddies in spectacular fashion! Watch out for it!

**MASTER OF MONSTERS YS II**

Another stunning, sprawling RPG has arrived and the English-language version is released over here or in the USA.

TENKA

NO RELEASE DATES YET

MASTER OF WEAPON
COUGAR
F-1 CONSTRUCTORS
VAZAM
WRESTLE WAR
BUSINESSMAN OF THE YEAR
MOON DANCER
WALL OF BERLIN
SUPER FANTASY ZONE

The Sega Master System stands out with enhanced graphics and sound and better on the Mega drive. If you liked the original, you'll absolutely adore this.

GALAXY FORCE

An ambitious project, but judging by the Master System version of this game, this 3D shoot 'em up could be an absolute corker.

POWER DRIFT

Delayed, delayed and delayed again. This racing game should be pretty good when it's released. Well, it better be coming long time long it's been in production.

TURBO OUTRUN

Take into the seat of your Ferrari and race across the states in this excellent race game.

LAST SURVIVOR

DYNAMITE DUX

Well, really and extremely addictive. A band ain't up with digital music out for this one.

NINJA WARRIORS

A collection of the successful Taiji cast 'em up. It's looking good.

FIRE PRO WRESTLING

Take to the ring and wrestle your way to the top.

SLAP FIGHT

A rather old and not very good, virtually scrolling shoot 'em up conversion. Nothing to get excited about.

THUNDER FOX
CHIBI-MARUKO
SOCCERBALL KINGDOM

TEENAGE MUTANT NINJA TURTLES

The co-op conversion hits the Megadrive in style. The problem is it won't be out before the Christmas.

MASTER SYSTEM

COMING SOON - NO RELEASE DATES YET

HEROES OF THE LANCE

A massive 4 meg RPG with an epic overtones. Was very successful on computer formats and should go well on the Sega.



LEADERBOARD

One of the most successful computer golf games arrives on the Sega, and it looks pretty happy good.



OUTRUN EUROPA

An interesting looking game involving racing a variety of vehicles.

BACK TO THE FUTURE II

The Sega version of the rather poor computer game. Try before you buy.



XENON II

This vertically scrolling blast is looking very good indeed, with great graphics and loads of score variations.



MEGADRIVE

PREVIEW

SEGA
16-BIT

TERMINATOR



POPULOUS

Play God and battle evil in this game of deities. Watch out for it.



SHADOW OF THE BEAST

Not out until late this year, this twisted version of the undeniably successful Amiga game should be one to go for.

GAME GEAR

Please note these release dates are for Japanese Magazine games only, NOT for British games, and are subject to change.

MARCH

KINETIC CONNECTION

CHASE HQ

Almost identical to the Sega game, this race is chase game should be good.

HEAD BUSTER

MICKY MOUSE

The superb Master System game makes it to the Game Gear and retains all the graphics and playability that made it a star. A must!

DEVILISH

APRIL

GEAR STADIUM

Game Gear Baseball. Take it or leave it.

SHINOBI

Joe Musashi gets misadventured and goes for it on the Game Gear. A must for best 'em up fans.

SUPER GOLF

Good - what else do you want to know? Oh, it's pretty damn good.

RYUKU

MAY

WALL OF BERLIN FANTASY ZONE

The Sega classic is back in action. A must for fans of the original.

JUNE

MAGIC PUZZLE

POPULOUS

PAT AND PATTY

GO!

GOLVACHEY

GRIFON

BREAD MAN

JULY

MILLENNIUM

WAGON LAND

SPACE HARRIER III

It's back! This conversion of the classic Sega coin op could be quite a real time seller.

OUT RUN

Permit me to voice guaranteed as you came up the freeway. A must for speed loving Game Gear heads.

FROGGER

Guide your frog across heated, pecked roads and ponds in the conversion of the 16-bit coin-op classic.

NO RELEASE DATES

KUNG-FU

TENNIS

ALIEN STORM

Alien teaching fun in the palm of your hand. Could be an all time great.

ISSUE 45 • JUNE 1991 £1.80

ACE

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■ LYNX ■ SUPER FAMICOM

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Incredible Graphic Adventuring
in Space Quest (IV)



Close, Close and on the Loose

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Robbed the
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Deeds



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An Analysis of
Perfect Gameplay

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ALL THE WORLD'S A STAGE: IT BEHOOVES EACH OF US TO PLAY AN APPROPRIATE PART.
 CHARLES D. KOPPELMAN, DIRECTOR OF THE UNIVERSITY OF CALIFORNIA, BERKELEY

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AND A COURT ORDER

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